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Subject: Re: Tunnel Beacons

Posted by [Starbuzz](#) on Thu, 20 Jan 2011 00:00:40 GMT

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LMFAO!! @ those defending tunnel beacons!

The only counter to a laid beacon is to disarm it. If disarming is not possible due to an unintended consequence of the map's design, then it's a glitch.

Those who say "well, fight thru the tunnels and disarm it!" don't make me laugh. It also has nothing to do with which team is better. First off, there's part of the map terrain on the way! This automatically makes the beacon unfair...not to mention the ticking down seconds of the beacon.

Tunnel beaconing is completely different to laying a beacon right next to a building and covering it with a gang of ramjets. Now that's fair. It's also fair if there's a APC covering the beacon as well! But it IS NOT fair when there's half of a map's hill covering it lol. If anyone can't see the sense in that, then I blame it on TAPS Syndrome.

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