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Subject: Re: My Two Cents on Non00bs

Posted by [Aircraftkiller](#) on Wed, 05 Jul 2006 19:15:01 GMT

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Crimson wrote on Wed, 05 July 2006 13:51 It's not part of the game intentionally. During the beta test, Westwood tried to tweak the beacons so they couldn't hurt the building in that instance but this is as close as they could get. This was not something they intentionally put in the game.

What I do remember is Devinoch whining that it shouldn't be allowed, while Delphi said it was perfectly fine, so they argued in public over it. I know they changed the damage radius because of it but since it was never completely fixed, I see no reason why it isn't any more valid than any of the other bugs you let people take advantage of every game: "Sniping" aircraft, vehicles, plugging massive points with n00b cannons, etc...

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