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Subject: Re: Tunnel Beacons

Posted by [reborn](#) on Tue, 18 Jan 2011 10:06:13 GMT

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It's not cheap. It's a strategy, just like hillcamping.

There are several counters to it, not to mention the ability to stop them from doing it in the first place, or what you could be doing while they're all in the tunnel in the first place...

Stop placing your own made-up rules on the game and expecting players to only play in the way you like to play the game.

How can anyone still be playing this game so long after release and be caught up in these arbitrary self imposed rules?

People who yell about the cheapness of a "n00bjet" are simply not doing it right.

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