Subject: Is it fair to put a beacon on top of an enemy building?
Posted by asdfg195 on Fri, 25 Jul 2003 16:57:25 GMT
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I was just in a 46 player server on complex and someone on Nod put a nuke beacon on top of our ref. Does anyone think that's fair to put a beacon where no one can disarm it?

Subject: Re: Is it fair to put a beacon on top of an enemy building?
Posted by K9Trooper on Fri, 25 Jul 2003 17:03:23 GMT
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asdfg195I was just in a 46 player server on complex and someone on Nod put a nuke beacon on top of our ref. Does anyone think that's fair to put a beacon where no one can disarm it?

On top of the Ref is an exploit. There is really no way to get up there with out help.

Now on the same map, on the barracks, this place is fair. It is easy to get to. IMO it is not an exploit. Look at how the ramp was made. A perfect runway to the top of the barracks

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Subject: Is it fair to put a beacon on top of an enemy building?
Posted by boma57 on Fri, 25 Jul 2003 17:37:15 GMT
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I think that if you can take the time to get up there inside an enemy base without being noticed, then you've earned the right to place it there.

Most likely, the other team will have seen you show them how to get up there if they didn't know, and they have a fair chance at disarming it because they've got the homefield advantage of probably not getting pummeled while trying to get up there.

Subject: Is it fair to put a beacon on top of an enemy building?
Posted by asdfg195 on Fri, 25 Jul 2003 18:01:25 GMT
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So if an SBH can get to the top of the ref and place a beacon it's ok. SO right after you hear nuclear strike beacon deployed it takes about 2-3 second to find which building and usually about 5-7 seconds to find where it is in teh building. So that leaves us with about 20-23 seconds to get to the top of a ref and and disarm it. Mind you that there is no ramp to the top since it was on complex.

Subject: Is it fair to put a beacon on top of an enemy building?
Posted by Try_lee on Fri, 25 Jul 2003 18:06:36 GMT

WS probably didn't intend for anyone to get up there, so I'm guessing you shouldn't do it on a server unless you know for certain the host will allow it.
Unless you want to get banned.

Subject: Is it fair to put a beacon on top of an enemy building?
Posted by Deathgod on Fri, 25 Jul 2003 18:08:28 GMT

You can't get on top of the ref without help from a teammate, so if you can coordinate it so that you both get over there without getting killed, and you can pull it off, then you deserve it.

Subject: Is it fair to put a beacon on top of an enemy building?
Posted by Duke of Nukes on Fri, 25 Jul 2003 18:42:18 GMT

on conquest island some ass put a nuke on top of the HON...I was about to kick him for that. exploiting either glitches or a flaw in the levels design is not ok

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