

---

Subject: Is PT beaconing unfair?

Posted by [Anonymous](#) on Mon, 22 Apr 2002 07:19:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by C4kitty:Yet you expect players to sit their and let their base be pounded easily and lose by point total? that seems unfair that the game seems to favor gdi, in giving them easy access to shooting at nod structures....and shooting the hand of nod from the base in islands would seem just as much cheating as putting a beacon in a ptGo over and kill whoever is shooting at your buildings.. you can do that. You can NOT disarm a beacon in a PT. Anyone can sneak in a place a beacon. The challenging part is keeping it from being disarmed in time. Besides, I think someone mentioned that the bug was fixed in the newest patch.. although I haven't verified it myself.

---