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Subject: An idea for beacons.

Posted by [Anonymous](#) on Tue, 05 Mar 2002 23:03:00 GMT

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I think that black hands shouldn't be able to cloak while carrying a beacon. It is just too ridiculously easy to buy a beacon and a black hand and walk right into the GDI base in the first 5 minutes of the game. Otherwise, for a mere 1400, less credits than the cost of a single mammoth, NOD can cripple a GDI base on most maps. I like black hands, and I like NOD, but cloaked units with enough fire power to take out a building is just cheesy. You can say that the team you were playing just sucks, but see if you can stop a cloaked unit on a wide open map with plenty of ways into your base, no guard tower, or an inadequetly placed one, while worrying about the flame tanks walking up to your front door. I've successfuly infiltrated the base and destroyed a building many times, and I have to admit, it is so pathetically easy to plant the beacon when no ones looking and backing off, cloaking again, and waiting to kill any engineers that try to disarm it. Westwood really needs to fix that.

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