
Subject: Re: My Two Cents on Non00bs
Posted by [IcyyTouch](#) on Wed, 05 Jul 2006 00:51:05 GMT
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Whitedragon wrote on Sun, 02 July 2006 22:04 Having good players doesnt count for anything if you have crappy rules(tunnel beaconing allowed? wtf?) and mods.

My theory on why tunnel beacons should be allowed:

Since the point system is so flawed, controlling the tunnels makes little difference in a point based game. In my opinion, the team controlling a majority of the map should not be penalized. Tunnels beacons helps make up for this discrepancy by rewarding the team that controls the tunnels. Without tunnel beacons the team controlling the tunnels can do very little and it makes owning the tunnels almost a disatvantage because when their high priced characters get killed by free soldiers the defensive side is actually gaining points.
