Subject: Re: Degradation of renegade?
Posted by R315r4z0r on Sun, 20 Jul 2008 18:16:50 GMT
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Probably some sort of server side script that alerts mods of beacons that aren't placed in the base.

It 'could' be used as a strategy, but it barely does anything to place nukes in your own base.

Kicking you, however, I think is a bit overboard and I don't think you should play on the server, but the beacon situation I can understand.

Rules should be enforced in the context that they were made. For example, if there was a rule against lets say refilling in combat, you shouldn't get in trouble for simply refilling when not in combat.

To put it in the context of your situation, that no beacons in base rule was probably to avoid confusion and annoyance for other people in the server (on both teams), but in the context of which you used it should not of broken the rule. But then again I don't know the exact rule, so I wouldn't know.

Just find a different server... or find a Renegade total conversion mod.