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Subject: Re: Degradation of renegade?

Posted by [Starbuzz](#) on Sun, 20 Jul 2008 18:48:40 GMT

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This is not just in jelly but elsewhere too. In St0rm, you get warning 3 warnings for placing any beacon that DOES NOT kill a building! I hate that rule but hey, it's their server and you play by the rules.

I am not sure where the top Renegade players stand on this issue but I think this is like the case of the pointwhoring article Spooky wrote on Renegadewiki. Like the term "pointwhoring"...the term "beacon spamming" has somehow wormed it's cancerous way into current Renegade server owners minds. Same with "hill camping" and any sort of "camping" in general.

It's funny how you are accused of being "campers" DURING a rush while you are technically defending!

As for the beacons, I don't think they are a great tactic (1000 credits for a diversion is not my style) but hey, fake beacons, defensive beacons...effective or not, they add to the experience.

But it's the server owners choice. It's slightly sad they get annoyed by beacon and have set up this rule for their own convenience but it all comes down to "their server."

But I fully understand what you are saying, wolf.

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