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Subject: Re: Degradation of renegade?

Posted by [Nukelt15](#) on Sun, 20 Jul 2008 21:16:57 GMT

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Everyone else pretty much has it pinned- no matter how silly the rules may seem, they are the rules. If the mod/admin who enforces them is a dick about it, go ahead and report them... but don't bother fighting it, just find another server to play in. Rules that restrict certain tactics are far from uncommon- because those tactics are frequently abused when allowed at all.

Decoy beacons can be useful, even helpful, but almost everyone who uses them also overuses them. Only the first one or- rarely- two are ever really effective; after that the other team wises up and spreads out their defense so that they can check their buildings quicker. Trouble is, when someone sees a tactic have an effect on the other side, they tend to keep doing it even when it stops working... then you have somebody (or several people) planting beacon after beacon and it becomes more annoying than helpful. At that point, a polite "cease and desist" would be entirely appropriate- there's even an admin command that disallows beacons to specific players for exactly that purpose (and a similar one for timed C4 spam).

Of course, there are also morons who'll just buy beacons and plant them in the base to be asses, and they deserve to be kicked. That was common enough at one point that the use of decoy beacons in general became 'tainted' by the tactic and a lot of people view anyone who uses beacons defensively as a beacon spammer.

Also, though you might not remember, there used to be an exploit whereby someone could plant a beacon then leave the server- the beacon would then switch to the "neutral" team and destroy the structure it was planted by, thus allowing friendly fire even in servers that had the FF option disabled. A lot of players still look down on friendly beacon planting because of that, even though the exploit was plugged years ago.