
Subject: Beacon-end game etiquette
Posted by [Drift](#) on Mon, 03 Mar 2003 17:49:48 GMT
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I was playing on GDI the other day on the City map and we had destroyed the Hand already. We had made a few unsuccessful flame rushes so I went to APC/Ion the OB. Well, I got hung up and danced around till I died. The eventually figured out it was on the Ped and got it but, Ive never heard so much complaining about me trying to ION the Ped. It wasn't my server and it wasn't their server but the beacon-end game was turned on. It not like I exploited a game glitch or something. Did they over react or am I missing some unspoken rule?

Subject: Beacon-end game etiquette
Posted by [Vegita246](#) on Mon, 03 Mar 2003 18:45:10 GMT
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Im just wondering how you flame rushed while being on GDI

Subject: Beacon-end game etiquette
Posted by [Drift](#) on Mon, 03 Mar 2003 18:53:36 GMT
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Vegita246Im just wondering how you flame rushed while being on GDI
Thats a dam good point. Ill have to say I was wrong and it was just a Med Tank rush. I was just trying to sum-up to get to the point of this post lost my brain for a sec. Sorry about that.

Subject: Beacon-end game etiquette
Posted by [Sk8rRIMuk](#) on Mon, 03 Mar 2003 18:59:59 GMT
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Just ignore them you were not cheating if the host put the beacon plant on an did not give any specific rules against it then there was nothing wrong with it...

They probavly just got peeved because they had been battleing hard then you go and try to end it in one swift beacon.

-Sk8rRIMuk

Subject: Beacon-end game etiquette
Posted by [Alpha](#) on Mon, 03 Mar 2003 21:16:35 GMT
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Consult your team next time, and if they are all behind you, there is no need to worry about some unspoken rule. Nod were probably just a bunch of sore losers

Subject: Beacon-end game etiquette

Posted by [Adnecles1](#) on Mon, 03 Mar 2003 23:21:50 GMT

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I say Ion/Nuke ped if I see that the game settings are set by admin that its turned on, nothing should stop you. now if the opposite team doesn't make any advances to disarm well thats their tuff luck. Most servers I join they have the rules plastered all over the start screen that you gotta say ok to to play, most of the time it says no base 2 base or beacons in the tunnels on field and islands maps but never have I seen no ion/nukes allowed unless sniper only server. Well thats my \$0.02 worth.

Subject: Beacon-end game etiquette

Posted by [\[sg\]theOne](#) on Tue, 04 Mar 2003 01:14:48 GMT

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This is a little off topic but here I go

I noticed that ppl tend to destroy buildings that have beacons on this -- this is in bad form in my opinion.

For example on City Flying as Nod last night someone had placed nuke @ barracks. I was covering the nuke (on the AGT side) with my flame as I attacked barracks. Now I attacked the barracks until it was down to a sliver of health -- my inention was to let the nuke destroy the barracks (it had less thn 15secs left) but some infi decided he wanted to do it ! What a fucking waste of a beacon !

I think it should become one of the new unspoken rules that when beacon is layed all u should do is cover NOT DESTROY THE BUIDING BEING NUKED. There have been COUNTLESS # of beacons wasted because of this. One of the most common situations is Nod or GDI is down to last building, they get tank rushed and someone plants beacon while they attack the last building. The engies inside realize the futileness of repairing so they stop...health drops, drops, drops, drops the boom - game over. Great - your team won BUT they won beacause of the beacon NOT the tanks. However instead of the beacon planter getting the credits/points the tanks do !!!

Subject: Beacon-end game etiquette

Posted by [mrpirate](#) on Tue, 04 Mar 2003 05:09:34 GMT

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I really hate it when people pedestal nuke when we are down to just on buidling and the HoN/Barracks is already dead. Depending on the situation, a pedestal nuke can be appropriate, but I don't usually encourage them. Then again, I'll complain whenever I lose... It's a mistake to take it seriously.

Subject: Beacon-end game etiquette
Posted by [NHJ BV](#) on Tue, 04 Mar 2003 10:58:44 GMT
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Ped nuking is a perfectly legal strategy. One time on Islands some n00b whined about me ped nuking...while he pounded the HoN the whole game with his MRLS :rolleyes:

Subject: Beacon-end game etiquette
Posted by [snipefrag](#) on Tue, 04 Mar 2003 13:51:58 GMT
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dude, if beacon win or bacon win as a friend called it..... then use it as long as its not in the MOTD or the host doesnt say then dont have a second thought about it. O and i just though of sumthing go to my thread to answer it if you can..

Subject: Beacon-end game etiquette
Posted by [Vegita246](#) on Tue, 04 Mar 2003 15:56:20 GMT
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I know what you mean [sg]theOne that really pisses me off when i say have a nuke beacon on the ref and say "nuke on ref" an then ppl attack the ref with their tanks instead of another building. Even if theres only one building left, when im in a tank and someone lays a beacon on it i will defend the beacon. instead of attacking the building.

Subject: Beacon-end game etiquette
Posted by [Griever92](#) on Wed, 05 Mar 2003 03:59:42 GMT
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Off Topic: Hey Vegita, just wondering why your User name is Vegita, but you have a picture of trunks.

Lol, Dragonball is so old

Subject: Beacon-end game etiquette
Posted by [Vegita246](#) on Wed, 05 Mar 2003 08:00:05 GMT
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LoL vegita246 is my WOL name an i just liked the piccy of trunks doing burning attack also i go trunks on dbz:budokai for ps2 and thats my fave move.

Subject: Beacon-end game etiquette
Posted by [Aircraftkiller](#) on Wed, 05 Mar 2003 09:20:51 GMT
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Remember, it's an Ion Cannon Beacon, not an ION.

Subject: Beacon-end game etiquette
Posted by [Drift](#) on Wed, 05 Mar 2003 14:33:22 GMT
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AircraftkillerRemember, it's an Ion Cannon Beacon, not an ION.

1st off, I'd like to thank Aircraftkiller for letting me be a member of his forum.

2ndly - Id like to apologize to anyone who got confused the by my typing ION instead of Ion. I got it right 66.66% of the time in my post, but that's not good enough and I'm sorry.

Subject: Beacon-end game etiquette
Posted by [Anlesauk](#) on Wed, 05 Mar 2003 17:00:24 GMT
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DriftAircraftkillerRemember, it's an Ion Cannon Beacon, not an ION.

1st off, I'd like to thank Aircraftkiller for letting me be a member of his forum.

2ndly - Id like to apologize to anyone who got confused the by my typing ION instead of Ion. I got

LOL

Subject: Beacon-end game etiquette
Posted by [K9Trooper](#) on Wed, 05 Mar 2003 19:49:31 GMT
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If the server is set for end-game beacon then it is fair game any time in the game. I don't bitch about it. It's part of the game. Those that complain can find a server that End-game is not enabled if they don't like it.

Subject: Beacon-end game etiquette
Posted by [mrpirate](#) on Thu, 06 Mar 2003 01:14:47 GMT
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On a similar note: It is Nod, not NOD. Nod is not an acronym.

Subject: Beacon-end game etiquette

Posted by [Ren Sizzlefab](#) on Thu, 06 Mar 2003 04:34:48 GMT

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mrpirateOn a similar note: It is Nod, not NOD. Nod is not an acronym.

Another moron. Like we don't have enough idiots posting about that.

Subject: Beacon-end game etiquette

Posted by [Halo38](#) on Thu, 06 Mar 2003 21:02:30 GMT

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AnlesaukDriftAircraftkillerRemember, it's an Ion Cannon Beacon, not an ION.

1st off, I'd like to thank Aircraftkiller for letting me be a member of his forum.

2ndly - I'd like to apologize to anyone who got confused the by my typing ION instead of Ion. I got

LOL

LOL
