
Subject: Is PT beaconing unfair?

Posted by [Anonymous](#) on Sat, 13 Apr 2002 05:39:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Why is it when people PT beacon I never hear complaints about the action from their own team? And isn't pt beaconing a fair considering the fact you can hit many nod structures in the game easily without much resistance from nod, and easily win by total point score?

Subject: Is PT beaconing unfair?

Posted by [Anonymous](#) on Sat, 13 Apr 2002 05:40:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yes it's unfair, it's taking advantage of a bug. And in my book that's cheating.

Subject: Is PT beaconing unfair?

Posted by [Anonymous](#) on Sat, 13 Apr 2002 05:44:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yet you expect players to sit their and let their base be pounded easily and lose by point total? that seems unfair that the game seems to favor gdi, in giving them easy access to shooting at nod structures....and shooting the hand of nod from the base in islands would seem just as much cheating as putting a beacon in a pt

Subject: Is PT beaconing unfair?

Posted by [Anonymous](#) on Sat, 13 Apr 2002 05:48:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Unfair in favour of GDI? Bwahaha, good one. The game is very balanced, with a slight advantage for Nod - they have easier rushes for levels with defense, and for levels without they have stealth. GDI just have lots of armor. Anyway, on Islands, GDI is able to pound on the Hand - so what? For every two gunners or every MRLS, a single Technician can keep up with repairs. Besides, Nod can hit the GDI weapons factory from their base so it evens out.

Subject: Is PT beaconing unfair?

Posted by [Anonymous](#) on Sat, 13 Apr 2002 05:53:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

No because shooting at the hand ain't a bug.It might be a design flaw, but it ain't a bug.All maps have spots from which you can shoot at buildings with little danger to yourself.And Nod usually has the disadvantage in that respect, but I think the maps are balanced enough, without resorting to taking advantage of a bug.

Subject: Is PT beaconing unfair?

Posted by [Anonymous](#) on Sat, 13 Apr 2002 06:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Oh well i'm sorry to have to point this out to you but most well organized teams are able to stop a flame rush with relative ease...It's not as if a few med tanks backed up with hotwires are not able to destroy 5 or 6 flame tanks, so its not like nod has an easy time winning with just a rush.... it may seem like that to you but most people have adapted to flame rushes rendering them ineffective against gdi.... also you speak of being able to hit the gdi bases easily so it evens out? well thats one map... i can think of many instances where gdi has the upper hand when it comes to safely hitting an enemy building..and yes i would think it considered a bug when one can safely hit an enemy base from the relative safety of their own....and even so....the exploitation of this bug can go both ways... and contrary to what one might think you can disarm it.....though i admit it's extremely difficult..but not impossible....and if one would want to defend against this one can simply guard their buildings with greater careOh and before you respond to this with the kind of arrogant "of course its wrong" attitude ask yourself: Do I tell other people on my team to stop doing it? Thus giving you the win and points....cuz if you don't then youre also exploiting a bug.To: gagnal(sorry if i spelled it wrong) most of my comments were to the person above you... [April 13, 2002: Message edited by: C4kitty]

Subject: Is PT beaconing unfair?

Posted by [Anonymous](#) on Sat, 13 Apr 2002 06:33:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

If I see them doing it, yes I will tell them to stop doing it. And I just said GDI has the advantage shooting at buildings with little danger to yourself.And yes flame rushes can be stopped easily, if GDI shows the same teamwork as Nod.That's what I'm saying the game is balanced.And putting beacons in PT's is unblancing, unfair and annoying.I want to win, but fair, a cheated victory is a loss.

Subject: Is PT beaconing unfair?

Posted by [Anonymous](#) on Sat, 13 Apr 2002 07:01:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Well - you can always stop them from getting in the base in the first place....LOL

Subject: Is PT beaconing unfair?

Posted by [Anonymous](#) on Sat, 13 Apr 2002 07:10:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Why is PT beaconing unfair again???Everyone is able to do it... defend your buildings and noone can get in to do it.Its like everthing else in the game...the more you know the better your chance of winning. I have to say I have never PT beaconed in a game OR had it done against my team, but its a level playing field for both sides so why the problem??----- oleum Defence

HoA-----

Subject: Is PT beaconing unfair?
Posted by [Anonymous](#) on Sat, 13 Apr 2002 07:42:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I know its hard to resist exploiting a bug like that, but this one is probably the only bug I consider a cheat if used.

Subject: Is PT beaconing unfair?
Posted by [Anonymous](#) on Sat, 13 Apr 2002 09:40:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

quote: Oh well i'm sorry to have to point this out to you but most well organized teams area able to stop a flame rush with relative ease...It's not as if a few med tanks backed up with hotwires are not able to destroy 5 or 6 flame tanks, so its not like nod has an easy time winning with just a rush.... I assume that was a reply to my post. I never said anything about FLAME rushes. I'm mostly talking about APC rushes. Let me give you an example (although this is true on most defended maps): on the map Hourglass, GDI has to pound the Nod base with tanks and/or rush with medtanks/APCs to penetrate the defenses. All Nod has to do is take one (two or three if there are defending tanks) APCs and drive behind the GDI war factory and they have access to the refinery, warfactory and pp - and you can't mine all those buildings and the AGT. So you almost always manage to take one down, especially if you've got someone to help you take care of incoming infantry while you wait for your C4 to blow up. Meanwhile, a GDI APC can't even make it all the way to the Nod Obelisk before it blows up. See my point?

Subject: Is PT beaconing unfair?
Posted by [Anonymous](#) on Sat, 13 Apr 2002 11:37:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Kitty, you should know better True, both sides can PT beacon...but it's obviously a bug and it is obviously wrong.and YES, I do tell my team not to do it, and I never have done it. I would muchr ather sneak in as stealth and headshot the engies, it's more fun anyways.And losing is no excuse to cheat...As for MRLSing on the hand?It's not cheating, but it is cheap. It may have even be intended, and I'd like to see how u can shoot the gdi factory I never do it, but sometimes it's tempting...that's more of a gray subject

Subject: Is PT beaconing unfair?
Posted by [Anonymous](#) on Mon, 22 Apr 2002 04:12:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I don't see anything wrong with hitting the Hand of Nod on Islands. Nod ALWAYS has Stealth

Troopers on that map. Just send one over and C4 the d4mn MRLS. Repeat as necessary. The former PT beacon was a bug. The MRLS > Hand of Nod attack is not a bug. That's implemented into the map's design. The PT beacon bug was NOT intended to be in the game, for obvious reasons.

Subject: Is PT beaconing unfair?

Posted by [Anonymous](#) on Mon, 22 Apr 2002 05:51:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

mhh...maybe this is me being stupid.. but wtf do you mean with "PT beacon"?

Subject: Is PT beaconing unfair?

Posted by [Anonymous](#) on Mon, 22 Apr 2002 06:21:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by psychosven:mhh..maybe this is me being stupid.. but wtf do you mean with "PT beacon"?don't rack yourself over it. It was a bug that is fixed now

Subject: Is PT beaconing unfair?

Posted by [Anonymous](#) on Mon, 22 Apr 2002 06:38:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

You used to be able to "jump into" the PT, and then get stuck. You could then plant a beacon, and no enemy engineers could find it. Hopefully there are no un-updated servers left; that bug must be annoying...

Subject: Is PT beaconing unfair?

Posted by [Anonymous](#) on Mon, 22 Apr 2002 07:19:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by C4kitty:Yet you expect players to sit their and let their base be pounded easily and lose by point total? that seems unfair that the game seems to favor gdi, in giving them easy access to shooting at nod structures....and shooting the hand of nod from the base in islands would seem just as much cheating as putting a beacon in a ptGo over and kill whoever is shooting at your buildings.. you can do that. You can NOT disarm a beacon in a PT. Anyone can sneak in a place a beacon. The challenging part is keeping it from being disarmed in time. Besides, I think someone mentioned that the bug was fixed in the newest patch.. although I haven't verified it myself.

Subject: Is PT beaconing unfair?

Posted by [Anonymous](#) on Mon, 22 Apr 2002 11:16:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Well I think that PT beaconing is fair, and it used to be awseme till the ww patch came out and you couldn't do it any more.**** YOU WESTWOOD!

Subject: Is PT beaconing unfair?

Posted by [Anonymous](#) on Mon, 22 Apr 2002 11:22:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

a nod stelh trooper can hop in a pt and become INVUINCIBLE BEFORE HE UNCLOAKS GIVIVG Gdi no chance to defend against him

Subject: Is PT beaconing unfair?

Posted by [Anonymous](#) on Tue, 23 Apr 2002 00:12:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by RcaMumba:Well I think that PT beaconing is fair, and it used to be awseme till the ww patch came out and you couldn't do it any more.**** YOU WESTWOOD!It was a bug, they fixed it, it wasn't meant to be like that, yet you criticize them for fixing a bug? People today are so hipocrytical. They say "**** westwood" for not fixing bugs, and when they do fix em, they are still pist.
