
Subject: Re: Ped Beacons (n00by or teh pwn??)

Posted by [Sniper_De7](#) on Thu, 14 Dec 2006 04:28:08 GMT

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What I'm trying to get at is that I wanted to know what real incentive does a guy have for putting the pedestal on, and why, according to some, it *should* be turned on, or more so in publics? So you say it's more interesting, but I hardly find it any more interesting, all it means is that a team loses from a pedestal beacon from a team that either lost their mines to a teammate or he disconnected or just didn't mine. There is no relevance to other c&c games where there are spots where you just win a map by nuking a little ped beacon. The fact that there are ions and nukes are enough super powers. Considering you can kill 2 or 3 buildings at once if you place them right on some maps. I feel there's an indifference, that it just depends on the server owner, though there may and probably is reasoning behind it (Like, for example, all the things I said about how one person could ruin the game, or how they also believe a team that has more cooperation than the other should always be the victor in a game than one where a single guy is able of winning it single-handedly.

I can see a clear-cut reasoning why clanners wouldn't allow it

I can't see a clear-cut reasoning why publics would allow it (I guess aside from being "interesting", which I hate since the last times i heard some guy saying somethign was "interesting" was Harvesters on the wrong team - shotgunners on wrong team, god crates, and much other shitty mods. I would encourage no building repair before I would ped beacon - You hardly see it and it's a completely different style of playing, of course it's more suitable for GDI, but what maps aren't. It can still be fun.