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

Posted by [Sniper_De7](#) on Thu, 14 Dec 2006 12:10:34 GMT

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You're saying that it creates a different aspect of playing. However, I don't see this should influence on why a server should or should not enable it. The idea in clanwars is that the team with the most skill and the most teamwork should always win. If say the game was Volcano and the losing team was Nod and all they did was save enough for a nuke while and then they rushed after losing say three of their buildings and then nuked the pedestal, which would you say deserves a win more? Why should one nuke/ion be any more special than the others? I'd say GDI defended more than Nod if three of their buildings died. But because of a little stipulation you can lose by ONE nuke?

Anyways my point is that GDI should have won, because they're the ones that managed to kill more buildings than Nod. The idea that one single person can win a game, regardless of the number of buildings that team has, regardless the amount of effort and teamwork the team had and regardless of the skill the team had. Why *anyone* should base a win off of such a thing doesn't make very much sense to me. I don't see a difference in the number of players because having one or two players or 10 players it doesn't make a difference that someone shouldn't have to go back, or defend a base from a single nuke or ion. The team should be able to choose if they think they can deal with just one building being destroyed rather than not knowing if it's on the pedestal and losing from a single nuke/ion. Not to mention a lot of those public servers have donate on making it especially easier to do a ped beacon, and all you need are TWO sbhs and you could easily get in the barracks. If you want different though and different strategies, I'd promote no building repair. Try camping on Under with no building repair and see how long you could last
