

---

Subject: Re: a beacon tactic

Posted by [futura83](#) on Tue, 26 Jun 2007 15:23:28 GMT

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

---

Goztow wrote on Tue, 26 June 2007 15:28 Or put both at a less obvious place and watch techies/hotties split up so it's easier to defend your beacon and you may get two buildings.

under the topic title i put a little description.

I did that so people hopefully wouldnt post stating that oh-so obvious fact.

When they only have 1 building, you have 2 realistic choices: nuke/destroy the building, or nuke the ped.

If it is a marathon server, i ve known times when its taken over an hour to finish a game where one team has clearly no hope of winning (ala one building left). but since they camp said building, it is hard to destroy.

The funny thing is, these campers will defend a building like there's no tommorrow, yet whine/create polls to skip, then whine some more when it dosnt pass, then just plainly refuse to give up...

---