
Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [Goztow](#) on Wed, 01 Aug 2007 06:45:03 GMT
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JasonKnight wrote on Tue, 31 July 2007 22:51Goztow wrote on Wed, 13 December 2006 06:56Never understood hwy there's even a discussion about peds: they're just part of the game and your last way out in some situations. That's how it's ment to be .

yea but when you are winning and your team only has 1 more building to destory, WHY THE HECK USE IT!!!

this is what I cant undersatnd...

now if it was the other way around and your team is the one that is screwed then yes, i see all the reasons in the world to use it. but not other then that.

and yes, even with PED on it is still a GDI advantage cause there is 1 way into the barracks but 2-4 ways into the hand...

Well, Nod can enter the HON easier to defend as well, then . And Nod has sbh's which is a huge advantage for nuking in general (but a big disadvantage in public servers due to n00bs).
