Subject: Ped Beacons (n00by or teh pwn??)
Posted by crazfulla on Wed, 13 Dec 2006 12:38:50 GMT
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Disabling Pedistal "End Game" Beacons:

- Encourages point, n00bjet and APC whoring.
- Removes much of the need for teamwork to win.
- Tips the game drastically in favor of GDI.*
- Is just a sad response to getting owned.

* Particularly on maps like Under, Field, Hourglass.

I don't know why servers disable pedistal beacons, nor why people complain about them. They are a legitimate part of C&C mode and always have been. Try learning how to DEFEND and stop whining like a little baby just because you get owned. Some people just don't know how to balance offence and defence and get owned, then they bitch about it. Fact is, you are the only one looking like an ass. Hero units in C&C generals and superweapons in other C&C games can turn the tide of a battle. Quick and easy ways to cripple the enemy if they fail to balance thier technique are a benchmark in C&C games. The peds are exactly such. If you can't defend your base and just go out point whoring, then you deserve to lose IMO. Both teams can win via pedistal beacons - if GDI is winning by points and the airstrip is destroyed say on walls, GDI CAN ALWAYS PED THE HAND! there is no reason to say ped beacons in that situation favor Nod. Sure it is the easiest way for Nod to win, but it is still fair to BOTH sides as EITHER can do it. If everyone on GDI is point whoring a crafty ped nuke would end a game that would otherwise be drawn out for like half an hour (depending on the server). If you want people to point/n00bjet/APC whore less, ENABLE PED BEACONS. I like the saying "Point whoring never pays" well because of those who disable ped beacons, now it does... in long boring games where GDI always wins via points.

I've been meaning to do that for a while lol. Just my opinion, don't mean to offed anyone or anything. Server admins you are of course free to do what you wish with your servers, but this is my arguement.