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Subject: Re: Ped Beacons (n00bjet or teh pwn??)  
Posted by [Sniper\\_De7](#) on Wed, 13 Dec 2006 22:05:22 GMT  
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crazfulla wrote on Wed, 13 December 2006 06:38Disabling Pedestal "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 pedestal 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 pedestal 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.

"- Encourages point, n00bjet and APC whoring."

no

"- Removes much of the need for teamwork to win."

Not even close, what teamwork do you need to ped beacon? your team repairs while one person is able to win the game? How boring/stupid/repetitive, unlike winning with tanks, which you need skill and teamwork to overcome the other team

"- Tips the game drastically in favor of GDI.\*"

Uh, how so? First you say both teams can do it so it's both fair, and then you say it gives GDI an advantage?

"- Is just a sad response to getting owned."

and again, no. It is not getting "owned" because one man was able to nuke the pedestal and "win" the game. What if some guy who mined disconnected and the mines disappeared? What if some guy on your team is overmining and you lose mines? What if you just have bad spawns if you try and get to the ped?

As for the excuse that it's "part of renegade" I don't see you complaining about making servers friendly fire, no building repair, and full radar mode. Because they're all "part" of renegade. However, they're STIPULATIONS, that are just different kinds of playing, so complaining about why a server wouldn't allow it because "it's part of the game" is just dumb.

And don't even dare compare generals to renegade ever again. There are super powers in other C&C games though, and you've already seen it - They're called NUKES and IONS. I don't remember playing my C&C games and winning the game if I place a nuke in a specific spot on a building. The point of the nuke and ion are already drastic super weapons that can kill a building or multiple buildings with a single one. A lot easy to do than killing a building being repaired by tons of techs.

As for "pointwhoring" That's just a term some public server morons made up for getting destroyed by tanks. There's a reason why they buy tanks - It's because they're what decides games.

To draw off that, I'd like to say a team that took more teamwork to organize to buy some tanks and rush and kill buildings of the opposing team, and managed to kill more buildings than them, they deserve to win more than a person on the other team managing to get a nuke to the ped, when you know you mined it before hand, but when you get there too late you notice that some guy overmined and you lost just because ONE person overmined, and ONE person who took that to their advantage by nuking the pedestal. Yeah, That's a sure-fire cool way to win a game. The entire effort of the whole team was ruined by one person on it. You somehow think this is fair?

Now this is just my personal opinion but I believe tank fights/battles show the most skill and teamwork than any other thing in renegade. They're also the most fun for me, because for one thing, you don't have to deal with the lag of people shifting back and forth. I just believe the \*team\* that bought the most tanks and had the most skill, and also the most teamwork ought to win, EVERY. SINGLE. TIME. And I think that's the way it should be.

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