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Subject: Re: Ped Beacons (n00by or teh pwn??)  
Posted by [Dover](#) on Mon, 18 Dec 2006 00:58:53 GMT  
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razorblade001 wrote on Wed, 13 December 2006 20:55

And it gives nod more of an advantage due to SBHs, who can sneak into the barracks, wait until the base is empty, place it and then cover it. It takes one (1) person to do this... not a whole team.

You make it sound as if SBH are some kind of uber ninjas. When was the last time you managed to get into the bar on City\_Flying with the AGT up ALONE?! Never. Impossible. Doesn't happen.

So where does teamwork factor in?

- There are teammates disabling base defenses/power plants, allowing easier entry
- Teamates giving you a lift in the APC, which drastically increases your chances of success.
- Teamates sniping would-be disarmers headed to the beacon
- Even something as base as teamates planting another beacon elsewhere to divide enemy attention.

This is just off the top of my head, but it's obvious that ped-beacons, like almost everything in Renegade, are team-driven

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