
Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [Dover](#) on Mon, 18 Dec 2006 07:51:18 GMT
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Sniper_De7 wrote on Sun, 17 December 2006 18:57Dover wrote on Sun, 17 December 2006 18:58razorblade001 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

In almost all cases the team who ped-nuked was the team losing, so it happens once in a blue moon that a ped nuke even goes off on a base-defence map. Besides, if you kill the the base defence/power plant I'd say you were winning anyways, even if you were down by a few points or not.

As for giving a lift in the APC, Well, granted the APC makes it there. But you talk about team work, and I've hardly ever ever seen an APC drop off one because it doesn't make it and it's doubtful it'd make it on a base defence map least-ways to the pedestal.

Same goes with snipers, i mean, about 90% of the time I don't see anything you just said with what goes on with a ped nuke. It's usually one person, and even if there was another person, it'd be another SBH.

The only most "common" (And I use this loosely because like I said 90% of the time a ped nuke is by itself) is the fourth one you mentioned about doing a nuke at the same time. Even then it's more coincidence than coordinated teamwork.

As for getting to the pedestal on city flying alone, yeah you can do it. Unless you mean without buying a vehicle, but I don't see why you can't buy a vehicle for yourself. I don't see how a teammate would help you any better at getting in though, even if you had an apc dropping you off to the barracks. The vehicle I mention is an apache, and you can get a headstart to the door enough so that you can manage to get in. Like I said(i think) in this thread, I had an sbh nuke and did that when we were losing on city flying and we won.

But anyways, you can't honestly tell me that with ped nukes there's usually teamwork involved by

havin ga sniper cover, or an apc dropping you off or whatever you want to say. 90% of the time it's a nuke by itself.

90% of every action in Renegade is uncoordinated. The ratio of uncoordinated tank rushes to coordinated tank rushes is about the same as the ratio of uncoordinated ped beacons to coordinated ped beacons.

Personally, I never plant a beacon--ped or not--unless I have some kind of teamwork behind me.
