
Subject: Re: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy
Posted by [flyingfox](#) on Thu, 15 Mar 2007 04:22:14 GMT

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dude#1 wrote on Wed, 21 February 2007 21:18No problem with the ped. Slightly annoying that you have to remember to gaurd it even after your bar/hon is already destroyed. Only problem I have is when stealth do it :/ .

I've had a handful of memorable games where I took out the ped when I my team was getting teh Ownz0rd, base totally overrun with enemies and only 1 or 2 structures left. The last time I done it was a few weeks ago on Walls Fly. Nod had some of the best players, including an apache that refused to f**k off, rampaging in our base, but I somehow managed to make it from the WF to the tunnel with a normal soldier and ion suffering minimal damage. Sneaked through the map, checking corners before going round them, etc, and took their tunnel route, which luckily was empty. After I got inside the HON, which was alive (all their buildings were still alive, that's how fucked we were), it's history. It's quite amazing, really, when you pull it off.

Yeah, nuking the ped is much easier when it's in a destroyed BAR/HON, but some smart players mine the ped or even continue to mine the doorways.

There's never a bad time to attempt a ped nuke on any map, unless they have too many players near it, and you know the nuke is likely to be found and disarmed.

edit: whoa, it's been 2 years since I last posted in this topic. Views on the matter haven't changed a bit
