
Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [Renegade](#) on Thu, 02 Aug 2007 23:43:18 GMT
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Tunaman wrote on Wed, 01 August 2007 02:59 JasonKnight wrote on Tue, 31 July 2007 16:51 Goztow wrote on Wed, 13 December 2006 06:56 Never understood hwy there's even a discussion about peds: they're just part of the game and your last way out in some situations. That's how it's ment to be .

yea but when you are winning and your team only has 1 more building to destory, WHY THE HECK USE IT!!!

this is what I cant undersatnd...

now if it was the other way around and your team is the one that is screwed then yes, i see all the reasons in the world to use it. but not other then that.

and yes, even with PED on it is still a GDI advantage cause there is 1 way into the barracks but 2-4 ways into the hand...
Because a lot of times they defend that building like crazy, yet do not think about the ped.

I've had my team do that.

Sneak in with about 3-4 Sbh's, camp with tank's plowing the WF, and then sneak into the barracks with them.

By the time you know it's on the ped, your either,

- A) Too late.
- B) Too late.
- C) Going to lose to Sbh's anyways.
- D) Too late.