
Subject: Re: a beacon tactic

Posted by [nope.avi](#) on Thu, 10 Jan 2008 22:07:29 GMT

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Ancient_and_forever wrote on Tue, 26 June 2007 11:23Goztow wrote on Tue, 26 June 2007 15:28Or put both at a less obvious place and watch techies/hotties split up so it's easier to defend your beacon and you may get two buildings.

under the topic title i put a little description.

I did that so people hopefully wouldnt post stating that oh-so obsvious fact.

When they only have 1 building, you have 2 realistic choices: nuke/destroy the building, or nuke the ped.

If it is a marathon server, i ve known times when its taken over an hour to finish a game where one team has clearly no hope of winning (ala one building left). but since they camp said building, it is hard to destroy.

The funny thing is, these campers will defend a building like there's no tommorrow, yet whine/create polls to skip, then whine some more when it dosnt pass, then just plainly refuse to give up...

90% of the players left on the team with one building left will be hotwires running around in their power plant going GOD KILL US ALREDY NOOBSSSS yet when you try to nuke they all rush out and go AA NUKEEE GOGOGOGO DISARM, best thing is to snipe them while their disarming which:

- 1.) kills off the hotwires stupid enough to go outside
 - 2.)make the other team really mad because they aren't getting those precious credits that they can only beacon spam with and
 - 3.) make them even angrier when they realise its an oh-so long walk from their refinery to their power plant when theirs apcs smashing up the base,
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