
Subject: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy
Posted by [csskiller](#) on Wed, 25 Aug 2004 15:17:14 GMT

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This thing is annoying 4 a team that destroy half of the emeny base then lose because some 1 placed it on the ped. But on the other hand this can redeem a team who had its base nearly destroyed. So im wondering what other ppl think about this powerful yet cheap startagy.

Subject: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy
Posted by [spoonyrat](#) on Wed, 25 Aug 2004 15:25:37 GMT

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Depends on the situation. I generally consider it cheap (it's actually disabled on my servers), but if you can't defend one tiny area of your base... well, that's kinda sad

Subject: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy
Posted by [Javafx](#) on Wed, 25 Aug 2004 15:44:02 GMT

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Pedestal beaconing is a good call in my books. Take walls_flying, for example. If you're on GDI, and you're getting the smack kicked out of you by Nod and are down to something like a Power Plant and no "advanced" characters, if you can force the enemy to remember "when you attack, your base is unguarded", then it's by all means a valid tactic.

Besides, if you can take on a whole base of vehicles and "advanced" characters with something like an engineer, and still get off the beacon the pedestal, you deserve to win anyway.

Subject: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy
Posted by [spoonyrat](#) on Wed, 25 Aug 2004 15:54:46 GMT

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When you say "remember", do you mean "forget"?

Subject: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy
Posted by [Javafx](#) on Wed, 25 Aug 2004 16:43:11 GMT

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Nope. Remember.

Subject: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy

Posted by [Crimson](#) on Wed, 25 Aug 2004 18:11:15 GMT

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Having that last "beacon" of hope (if you will) to win the game when you're team is getting thrashed is just one of those sweet victories. I would never disable it.

Subject: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy

Posted by [Dethdeath](#) on Wed, 25 Aug 2004 18:56:32 GMT

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Crimson Having that last "beacon" of hope (if you will) to win the game when you're team is getting thrashed is just one of those sweet victories. I would never disable it. Yeah and it feels damn good when you're the one who has placed that nuke/ion

Subject: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy

Posted by [csskiller](#) on Wed, 25 Aug 2004 23:52:03 GMT

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I no what u mean especially on walls flying on nod if u have half or less a base left due to GDI's rushes. And giving a sigh a relief to each of ur team8s because the slow and painful loss is over.

Subject: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy

Posted by [Jzinsky](#) on Thu, 26 Aug 2004 10:19:38 GMT

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Valid tactic, nothing wrong with it. If you can waltz into the barracks or hand and stick a beacon on the first place a noob would think of then fine.

Does take the Michael somewhat when you hear "Nuclear strike beacon detected" or whatever it says about 15 times though.. but it works, ever tried disabling 8-10 beacons?

Subject: Re: The Beacon Pedestal.... Cheap Sh!t or good combaq strat

Posted by [SuperTech](#) on Sat, 28 Aug 2004 22:23:55 GMT

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csskiller This thing is annoying 4 a team that destroy half of the emeny base then lose because some 1 placed it on the ped. But on the other hand this can redeem a team who had its base nearly destroyed. So im wondering what other ppl think about this powerful yet cheap startagy.

I don't consider this cheap at all: it's part of the game. The only people that seem to think its cheap are the losers. If you properly mine, they won't be able to do it.

Subject: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy

Posted by [mikeon](#) on Sun, 29 Aug 2004 00:20:53 GMT

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I don't think it's cheap. With ped beacons on, it gives the losing team a small hope of winning. Even though it is small, it will make them fight longer. Now that could be a bad thing or a good thing, but at least they have hope

Subject: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy

Posted by [kadoosh](#) on Tue, 31 Aug 2004 02:47:22 GMT

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I see it both ways.

good = getting your arse kicked and someone ped beaconing

the thing i hate is when i've killed 1/2 of a base and my teammate runs in and ped beacons. That's just shit and cowardly. Also the ped should be disabled till a set instance occurs. Eg: your team loses 2 buildings or game goes past the 15 min mark. who knows that's just my opinion and everyone has one of those.

Subject: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy

Posted by [spoonyrat](#) on Tue, 31 Aug 2004 03:06:38 GMT

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It's cheap when it's a win based on luck instead of skill...

If you sneak into base, disarm mines, lay your ped nuke and fight off a mob of hotwires, that's skill... If you sneak into base as an SBH and the barracks and ped mines are gone because some noob overmined, that's luck

Subject: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy

Posted by [Homey](#) on Tue, 31 Aug 2004 03:13:14 GMT

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I think in games over 16v16 it should be enabled, if you can't defend then...well you deserve it. It takes 2 people to defend on walls flying to stop a building from dieing (at least nod)

Subject: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy

Posted by [Aircraftkiller](#) on Wed, 01 Sep 2004 18:36:55 GMT

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It's lame and has nothing to do with C&C. The game should be about building destruction, not lameass gimmicks where you plant something in "TEH SPECIAL SPOTZ THAT KILLZORZ TEH BAZE!!"

Subject: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy
Posted by [spoonyrat](#) on Wed, 01 Sep 2004 18:43:44 GMT

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Some missions in various C&C games had a particular building you might need to capture... Admittedly that wasn't in multiplayer but the pedestal probably represents that

Subject: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy
Posted by [Fabian](#) on Wed, 01 Sep 2004 18:48:32 GMT

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I think it's a valid tactic and it adds some depth to the game. What I usually do (or at least try to do) is destroy the HON/Barracks first. That way people usually don't bother removing it.

Subject: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy
Posted by [AlostSOul](#) on Sat, 04 Sep 2004 01:46:39 GMT

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It's not a cheap, and lameass tactic. I prefer to nuke/ion any hon/barrx with 8 to ten people then me having to do it alone, that way they can't disarm it. Also, try and defend it with your character, so they can get distracted by you and the hon will get destroyed.

Subject: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy
Posted by [Nukelt15](#) on Sun, 05 Sep 2004 23:36:20 GMT

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It was an intentional feature in the game, and it is not cheap or unfair. It isn't that hard to spot a beacon being placed on the pedestal- it is placed so that it is easy to see- if you're Nod, you can even watch the twerp planting the thing from halfway across the base. If you lose to a pedestal beacon, well, good for the other team. And if you don't like the idea of your whole base being smeared in one strike, just play in a server with the option turned off. If you want it to happen later in the game, set the starting cash low. It's that simple.

Subject: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy
Posted by [Homey](#) on Mon, 06 Sep 2004 04:13:38 GMT

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Exactly, it is not that hard to mine a building. Ped is cheap in small servers though.

Subject: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy

Posted by [DanSolo](#) on Mon, 06 Sep 2004 14:13:31 GMT

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Its cheap, its lucky, its n00bish. Dont Do it

Subject: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy

Posted by [csskiller](#) on Mon, 06 Sep 2004 20:37:10 GMT

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Just today on Complex:

the game was 3v3 and i was on Nod

The game was something like 10 mins in and nothing was destroyed yet. and i was mining the base like i usually do then when i go to do the hon i hear an ion being planted. I see its on the ped. then I get killed trying to repair it then my team loses. That's the cheap part of the ped beacon in my opinion.

Subject: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy

Posted by [codeman](#) on Tue, 14 Sep 2004 03:53:01 GMT

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DethdeathCrimsonHaving that last "beacon" of hope (if you will) to win the game when you're team is getting thrashed is just one of those sweet victories. I would never disable it. Yeah and it feels damn good when you're the one who has placed that nuke/ion

its quite a rush too

ive done this 3 or 4 times on maps like islands and walls_flying

works great

Subject: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy

Posted by [icedog90](#) on Sat, 02 Oct 2004 04:27:05 GMT

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It's a good strategy for the game, but what's cheap about it is that there is no realism involved in it and that's always bothered me. Think about it, a nuke striking one small little area in the base, destroying everyone and everything, winning the game for that team. Doesn't make much sense at all.

Subject: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy

Posted by [PiMuRho](#) on Sat, 02 Oct 2004 09:28:59 GMT

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If you're playing Renegade for the realism aspect, then you picked the wrong game.

I think the beacon pedestal is a valid tactic if your team has nothing left to lose (i.e. you lost the wf/strip and/or barracks/hand) and is faced with overwhelming odds.

However, I think they could have implemented it better. The pedestal should only become active when a team has lost both production facilities.

Anyway, if you don't like it, play on servers where it's disabled. Problem solved.

Subject: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy

Posted by [icedog90](#) on Sat, 02 Oct 2004 21:22:52 GMT

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I never said I didn't like it, neither did I say I play for realism.

Subject: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy

Posted by [jjkuby](#) on Sun, 03 Oct 2004 03:46:22 GMT

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In reality a nuclear strike would level about 23 maps worth of ground.

Subject: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy

Posted by [shifty\[nash\]](#) on Fri, 08 Oct 2004 11:07:05 GMT

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in reality a nuclear strike would kill everything in its radius + making it impossible to live there for hundreds of years

Subject: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy

Posted by [icedog90](#) on Mon, 11 Oct 2004 20:37:12 GMT

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shifty[nash]in reality a nuclear strike would kill everything in its radius + making it impossible to live there for hundreds of years

Then how are people living in Japan today?

Subject: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy

Posted by [csskiller](#) on Sat, 16 Oct 2004 05:26:35 GMT

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icedog90shifty[nash]in reality a nuclear strike would kill everything in its radius + making it impossible to live there for hundreds of years

Then how are people living in Japan today?

You have a point

Subject: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy

Posted by [shifty\[nash\]](#) on Fri, 22 Oct 2004 11:25:40 GMT

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ok maybe that reply was a little bit too..

Subject: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy

Posted by [Tunaman](#) on Tue, 01 Feb 2005 19:59:43 GMT

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I think the beaconing the ped is a valid tactic, if you cannot disarm it, then it's your fault that you just lost. One time I was GDI on Walls_Flying, and my team was doing ok, but then my mouse broke, and I had to restart the computer. When I got back on, Nod had whipped our butts, and nothing was left except for the power plant. So I just walked over to the HoN, jumped through the window, and placed my beacon. Everyone thought it was hilarious, except for Nod, they thought it was cheap. I say they should have at least tried to disarm it.

Subject: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy

Posted by [Spoony_old](#) on Tue, 01 Feb 2005 22:03:53 GMT

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icedog90shifty[nash]in reality a nuclear strike would kill everything in its radius + making it impossible to live there for hundreds of years

Then how are people living in Japan today?

Babies are still being born with cancer in some areas.

Subject: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy

Posted by [Deathgod](#) on Wed, 02 Feb 2005 05:54:42 GMT

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Spoonyicedog90shifty[nash]in reality a nuclear strike would kill everything in its radius + making it impossible to live there for hundreds of years

Then how are people living in Japan today?
Babies are still being born with cancer in some areas.

It's infected their culture too... look at tentacle porn.

Subject: The Beacon Pedestal... Cheap Sh!t or good combaq strategy
Posted by [splnwezel](#) on Wed, 02 Feb 2005 17:05:08 GMT

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Is cheap on smaller maps, I think. On servers with less than a dozen people on, I wouldn't do it. In clan games, it should be a go, it just adds another dimension to the game. I don't think you would have trouble defending against it in a clan game.

Subject: The Beacon Pedestal... Cheap Sh!t or good combaq strategy
Posted by [SuperMidget](#) on Wed, 02 Feb 2005 17:24:23 GMT

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I agree with the above. It would be most useful if you could turn the ped off on certain maps.

Subject: The Beacon Pedestal... Cheap Sh!t or good combaq strategy
Posted by [karmai](#) on Wed, 02 Feb 2005 17:24:24 GMT

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Nobody hosts clan games with endgame on.. Never.
Last time anyone even tried that against us, was so complex against some n00bs, they had one building left and pedi beconed saying "HAHAH GG N00BS"
The endgame becon was turned off and they lost by basekill.

And people are still suffering from the atomic bomb in Japan today... wtf are you talking about

Subject: The Beacon Pedestal... Cheap Sh!t or good combaq strategy
Posted by [Wyld1USA](#) on Thu, 03 Feb 2005 06:08:45 GMT

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Wow, talk about an old post staying alive.

It is part of the game and you should defend to the strategy. I see a lot of "Pro" players get lazy after taking out most of the base and not defend to it. If the server owner has it on, deal with it. If you can't, then I would say stay off the servers that have it on.

Variety is the spice of life, I just have to keep convincing my wife of that. hehehehehe.

Subject: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy

Posted by [splnwezel](#) on Thu, 03 Feb 2005 08:41:49 GMT

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Yeah, I did it today on Volcano, was about 24 people in the server and we had lost our refinery and airstrip... was feeling a little frustrated so decided to go on a hail mary mission. Is very easy to do when the mines in the barracks are gone, and the rest of GDI is out making their assault on your base. Most people usually look on the outside first. Just make sure you throw the timed c4 down... that usually takes care of two guys if they're not careful (and who can when you have a laser rifle firing at you). The rest is just having good aim and not getting yourself killed.

But when you do it, and you've realized that you had a slim chance of winning had you not done that, it just gives you a great adrenaline rush.

I just get very mad when some noob does it on a small server.

Subject: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy

Posted by [Spoony_old](#) on Thu, 03 Feb 2005 11:43:15 GMT

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It totally depends on the size of the game, anything smaller than 5v5 it's just gay, bigger games someone should realistically be able to defend against it. In clanwars it's a no-no.

Subject: Re: The Beacon Pedestal.... Cheap Sh!t or good combaq strat

Posted by [nastym4n](#) on Sun, 06 Feb 2005 14:34:31 GMT

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SuperTechI don't consider this cheap at all: it's part of the game.

pretty much sums up my feelings RE anything thats part of the game be it n00bjets or pedestals:

this is the way it was built now play it.

Subject: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy

Posted by [R3dn3ck89](#) on Tue, 22 Feb 2005 15:09:56 GMT

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i hate ending a battle with nuke/ion

the thing that really sucks is that i was playing a game and they had one building left and it was almost destroyed.then some one on nod planted one in our barracks. is saw him/her and i got killed the next second it blew up and we lost.

Subject: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy

Posted by [IRON FART](#) on Thu, 24 Feb 2005 04:16:20 GMT

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Its not cheap.

If you can't defend against it, then its your fault. Ped Beacons are placed inside, so its not like APCs can guard them.

Also when the game reaches a stalemate (often the case on Island) it is necessary to put a beacon on a pedestal.

Subject: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy

Posted by [stealthkiller](#) on Fri, 25 Feb 2005 02:19:54 GMT

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jjkubyIn reality a nuclear strike would level about 23 maps worth of ground.
a.k.a your entire base....

I think this is kind of the more real part of the game, even the having to place it on a ped makes it weird. Nuking one building and leaving all other buildings intact is the unreal part.

Subject: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy

Posted by [flyingfox](#) on Fri, 25 Feb 2005 14:29:49 GMT

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teams down to a single building need the pedestal win.... see, most renegade players will be assholes and shoot the living fuck out of you with ramjets/apcs while you can only get basic characters. these people need a good kick up the arse, whilst the victims need a way to finish the game fast, one way or another.

as far as a nuke taking out only one building, indeed; you might as well have a flying fetus come down from the sky to blow the building up for all the sense it makes.

Subject: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy

Posted by [IRON FART](#) on Sat, 26 Feb 2005 02:41:32 GMT

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Quote:

as far as a nuke taking out only one building, indeed; you might as well have a flying fetus come down from the sky to blow the building up for all the sense it makes.

Dammit you stole my idea.

Subject: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy

Posted by [csskiller](#) on Sat, 05 Mar 2005 23:22:53 GMT

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pfft, I'm sooooo sure.

Subject: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy

Posted by [Jzinsky](#) on Tue, 22 Mar 2005 04:01:52 GMT

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The way I see it is they put it in there, it's valid. there's the option to turn it off and if the server feels the need to, then do so..

Subject: Re: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy

Posted by [platehead](#) on Tue, 20 Feb 2007 09:18:39 GMT

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i get shotgun and do it when my pp, weps, barr are dead in a no base defense like walls/flying

how else to win? im open for ideas.

Subject: Re: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy

Posted by [Goztow](#) on Tue, 20 Feb 2007 10:22:03 GMT

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2 year bump FTW!

Subject: Re: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy

Posted by [bisen11](#) on Thu, 22 Feb 2007 02:18:26 GMT

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No 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 :/ .

Subject: Re: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy

Posted by [Goztow](#) on Thu, 22 Feb 2007 10:11:45 GMT

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dude#1 wrote on Thu, 22 February 2007 03:18No 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 :/ .
Stealth don't miraculously walk through mines.

Subject: Re: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy
Posted by [bisen11](#) on Thu, 22 Feb 2007 13:13:30 GMT
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But what if your bar has been destroyed and you have no more techys?

Subject: Re: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy
Posted by [Goztow](#) on Thu, 22 Feb 2007 17:51:12 GMT
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But then the hon could be destroyed and they have no sbh! If, if, if.

Subject: Re: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy
Posted by [puddle_splasher](#) on Sun, 25 Feb 2007 15:14:39 GMT
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Goztow wrote on Thu, 22 February 2007 04:11
Stealth don't miraculously walk through mines.

They certainly do not but how often do see the mines miraculously disappear due to overmining?

Subject: Re: The Beacon Pedestal.... Cheap Sh!t or good combaq strategy
Posted by [Goztow](#) on Sun, 25 Feb 2007 18:23:17 GMT
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puddle_splasher wrote on Sun, 25 February 2007 16:14Goztow wrote on Thu, 22 February 2007 04:11
Stealth don't miraculously walk through mines.

They certainly do not but how often do see the mines miraculously disappear due to overmining?

true

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

Subject: Re: The Beacon Pedistal.... Cheap Sh!t or good combaq strategy
Posted by [Jerad2142](#) on Wed, 21 Mar 2007 02:24:36 GMT
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This is an old thread I didn't even think about it until I saw "Aircraftkiller" in it.

Subject: Re: The Beacon Pedistal.... Cheap Sh!t or good combaq strategy
Posted by [PlayMp1](#) on Fri, 27 Apr 2007 08:46:44 GMT
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One more year passes without a single comment...

My say: Live with it. If you can't keep a couple advanced engi's/engi's around the base to make sure it doesn't get sneak attacked, you don't deserve to win. And ffs, KEEP THE RAX MINED.