
Subject: Ped Beacons (n00by or teh pwn??)
Posted by [crazfulla](#) on Wed, 13 Dec 2006 12:38:50 GMT
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Disabling Pedestal "End Game" Beacons:

- Encourages point, n00bjet and APC whoring.
- Removes much of the need for teamwork to win.
- Tips the game drastically in favor of GDI.*
- Is just a sad response to getting owned.

* Particularly on maps like Under, Field, Hourglass.

I don't know why servers disable pedestal beacons, nor why people complain about them. They are a legitimate part of C&C mode and always have been. Try learning how to DEFEND and stop whining like a little baby just because you get owned. Some people just don't know how to balance offence and defence and get owned, then they bitch about it. Fact is, you are the only one looking like an ass. Hero units in C&C generals and superweapons in other C&C games can turn the tide of a battle. Quick and easy ways to cripple the enemy if they fail to balance thier technique are a benchmark in C&C games. The peds are exactly such. If you can't defend your base and just go out point whoring, then you deserve to lose IMO. Both teams can win via pedestal beacons - if GDI is winning by points and the airstrip is destroyed say on walls, GDI CAN ALWAYS PED THE HAND! there is no reason to say ped beacons in that situation favor Nod. Sure it is the easiest way for Nod to win, but it is still fair to BOTH sides as EITHER can do it. If everyone on GDI is point whoring a crafty ped nuke would end a game that would otherwise be drawn out for like half an hour (depending on the server). If you want people to point/n00bjet/APC whore less, ENABLE PED BEACONS. I like the saying "Point whoring never pays" well because of those who disable ped beacons, now it does... in long boring games where GDI always wins via points.

I've been meaning to do that for a while lol. Just my opinion, don't mean to offend anyone or anything. Server admins you are of course free to do what you wish with your servers, but this is my argument.

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [Goztow](#) on Wed, 13 Dec 2006 12:56:05 GMT
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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 .

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [fl00d3d](#) on Wed, 13 Dec 2006 21:32:45 GMT
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The common argument for more "pro" players (take that how you will) is that the pedestal gives the opponent a chance to win the game regardless of points or the building/vehicle situation which they feel is a more accurate representation of victory.

I have mixed feelings on this, but I think an agreeable setup would be:

PUBLIC SERVERS = pedestal on
CLANWARS = pedestal off

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [Sniper_De7](#) on Wed, 13 Dec 2006 22:05:22 GMT
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crazfulla wrote on Wed, 13 December 2006 06:38Disabling Pedestal "End Game" Beacons:

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"- Encourages point, n00bjet and APC whoring."

no

"- Removes much of the need for teamwork to win."

Not even close, what teamwork do you need to ped beacon? your team repairs while one person is able to win the game? How boring/stupid/repetitive, unlike winning with tanks, which you need skill and teamwork to overcome the other team

"- Tips the game drastically in favor of GDI.*"

Uh, how so? First you say both teams can do it so it's both fair, and then you say it gives GDI an advantage?

"- Is just a sad response to getting owned."

and again, no. It is not getting "owned" because one man was able to nuke the pedestal and "win" the game. What if some guy who mined disconnected and the mines disappeared? What if some guy on your team is overmining and you lose mines? What if you just have bad spawns if you try and get to the ped?

As for the excuse that it's "part of renegade" I don't see you complaining about making servers friendly fire, no building repair, and full radar mode. Because they're all "part" of renegade. However, they're STIPULATIONS, that are just different kinds of playing, so complaining about why a server wouldn't allow it because "it's part of the game" is just dumb.

And don't even dare compare generals to renegade ever again. There are super powers in other C&C games though, and you've already seen it - They're called NUKES and IONS. I don't remember playing my C&C games and winning the game if I place a nuke in a specific spot on a building. The point of the nuke and ion are already drastic super weapons that can kill a building or multiple buildings with a single one. A lot easy to do than killing a building being repaired by tons of techs.

As for "pointwhoring" That's just a term some public server morons made up for getting destroyed by tanks. There's a reason why they buy tanks - It's because they're what decides games.

To draw off that, I'd like to say a team that took more teamwork to organize to buy some tanks and rush and kill buildings of the opposing team, and managed to kill more buildings than them, they deserve to win more than a person on the other team managing to get a nuke to the ped, when you know you mined it before hand, but when you get there too late you notice that some guy overmined and you lost just because ONE person overmined, and ONE person who took that to their advantage by nuking the pedestal. Yeah, That's a sure-fire cool way to win a game. The entire effort of the whole team was ruined by one person on it. You somehow think this is fair?

Now this is just my personal opinion but I believe tank fights/battles show the most skill and teamwork than any other thing in renegade. They're also the most fun for me, because for one thing, you don't have to deal with the lag of people shifting back and forth. I just believe the *team* that bought the most tanks and had the most skill, and also the most teamwork ought to win, EVERY. SINGLE. TIME. And I think that's the way it should be.

Subject: Re: Ped Beacons (n00by or teh pwn??)

Posted by [Goztow](#) on Wed, 13 Dec 2006 22:11:44 GMT

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fl00d3d wrote on Wed, 13 December 2006 22:32The common argument for more "pro" players (take that how you will) is that the pedestal gives the opponent a chance to win the game regardless of points or the building/vehicle situation which they feel is a more accurate representation of victory.

I have mixed feelings on this, but I think an agreeable setup would be:

PUBLIC SERVERS = pedestal on

CLANWARS = pedestal off
seconded.

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [Sniper_De7](#) on Wed, 13 Dec 2006 22:41:28 GMT
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Why should public servers agree to have pedestal on? You give a reason that clanwar servers shouldn't. You failed to give a reason why a public server should have it any more than one that is for clanwarring. I think the server owners of a public server should pick whichever they want and stick to it. I think it's a more fun game, or at least, a more realistic way of saying which team is better. However server owners can do as they choose, and given the fact that in public servers you will get more people abusing the mines, that it could even be more incentive to disallow ped beacon.

Oh, and I also failed to say why it doesn't encourage APC/sniping/"point" whoring.

The reason I'd say would be the fact that most people on a public don't even know if the ped is even on. And even if they did, I don't remember in my 4 and a half year "career" of renegade, of ped beacon influencing me to buy a sniper to whore points, a tank to whore points, or an apc to whore points. In fact I've done all three, on servers with and without. Granted, I don't ever do snipe whoring unless for drastic measures (Say on Field the other team is sniping my artillery with like 5 snipers, I'm going to buy a sniper, kill them, and then instead of buying a whole new vehicle I'm just going to do what they do, pointwhore off tanks. Not saying it's fair, but I don't see server owners fixing it so that you don't get points for shooting vehicles with a ramjet. I've also done the same for APC whoring, granted I only use an APC to whore for points on maps that I know are going to last the entire duration. Generally, Under.mix. As for tank-whoring I've already explained that people buying tanks and shooting a building is not "whoring" for points, for one it keeps the other team busy repairing. For another, it gives their own team more points, which in certain maps is VITAL to winning (Hourglass). Take for example Field though. You're Nod and you have 2 arts and 3 light tanks on the field, you're shooting the war factory and you know they have at least 3 med tanks in their base. Should you continue to shoot the warfactory so that they have to keep repairing in order to save it, or should you rush in, with the three lights, to get killed by the med tanks and consequently lose the field.

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [Nglegs](#) on Thu, 14 Dec 2006 00:15:58 GMT
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Well it comes down to the attitude you can get when your winning, lets be realistic If GDI has Barr and Say ref, and Nod just has PP there is very little chance NODS gonna win by rushing PP unless GDI are chimps, so the beacon gives them another way to work with. Often when I play on a team that is down by alot of points and suddenly wins due to beaconing the first thing to come out of at least 1 player the next game is "You N00bs we should have won that game" Should have? no. Now If a player just wants to rush the Ped as soon as the game starts I dunno why hes

playing, because it takes the fun out of it. but if the chips are down and its your last chance to win go for it.

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [fl00d3d](#) on Thu, 14 Dec 2006 03:21:15 GMT
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de7, its because pub servers are nowhere near the skill level and team cooperation level of a clanwar (lol though I have seen some pub servers that have better random players on their side than some clans...). For that reason I made a general assertion that on public servers, I could understand the pedestal being on.

Not to mention, most clanwars these days are 2v2 up to 8v8 or so. Very rarely do you see the higher numbers. Whereas the public servers usually have at least 14-16 players in them at any given time. At least the semi-successful ones.

I guess my logic has brought me back to expand on my initial summary to include: "larger games make the pedestal more interesting". But I definitely agree with your explanation of how the pedestal is normally abused and how hard-working teams lose because of it. I never walk into a public server expecting a challenge.

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [Sniper_De7](#) on Thu, 14 Dec 2006 04:28:08 GMT
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What I'm trying to get at is that I wanted to know what real incentive does a guy have for putting the pedestal on, and why, according to some, it *should* be turned on, or more so in publics? So you say it's more interesting, but I hardly find it any more interesting, all it means is that a team loses from a pedestal beacon from a team that either lost their mines to a teammate or he disconnected or just didn't mine. There is no relevance to other c&c games where there are spots where you just win a map by nuking a little ped beacon. The fact that there are ions and nukes are enough super powers. Considering you can kill 2 or 3 buildings at once if you place them right on some maps. I feel there's an indifference, that it just depends on the server owner, though there may and probably is reasoning behind it (Like, for example, all the things I said about how one person could ruin the game, or how they also believe a team that has more cooperation than the other should always be the victor in a game than one where a single guy is able of winning it single-handedly.

I can see a clear-cut reasoning why clanners wouldn't allow it
I can't see a clear-cut reasoning why publics would allow it (I guess aside from being "interesting", which I hate since the last times i heard some guy saying somethign was "interesting" was Harvesters on the wrong team - shotgunners on wrong team, god crates, and much other shitty mods. I would encourage no building repair before I would ped beacon - You hardly see it and it's a completely different style of playing, of course it's more suitable for GDI, but what maps aren't. It can still be fun.

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [R315r4z0r](#) on Thu, 14 Dec 2006 04:55:59 GMT
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It may be part of the game, but the disable option is also part of the game.

I don't like the pedestal.

I don't get why you think it takes away from teamwork to disable it.. but I think it takes away teamwork if it is on..

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.

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [fl00d3d](#) on Thu, 14 Dec 2006 05:40:50 GMT
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It's interesting in public servers because when the quality and quantity figures (number of players, and the skill level of the players) is so high ... throwing an extra variable in there makes it more "interesting" (likely for the tide to turn) -- and in the end it doesn't really matter who wins cuz its just a pub game.

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [Goztow](#) on Thu, 14 Dec 2006 08:07:10 GMT
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It should be turned on in public servers (and in bigger clanwars IMO) because it is another option both teams need to consider in attack/defence. It makes the game a bit more open which is a good thing.

And i even think this is true for high skilled people playing a rather big (6v6+) clanwar. In smaller clanwars, I'm not that convinced it should be on because the game is open enough in my eyes.

Bit hard to explain, I hope you understand what I mean.

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [Sniper_De7](#) on Thu, 14 Dec 2006 12:10:34 GMT
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You're saying that it creates a different aspect of playing. However, I don't see this should influence on why a server should or should not enable it. The idea in clanwars is that the team with the most skill and the most teamwork should always win. If say the game was Volcano and the losing team was Nod and all they did was save enough for a nuke while and then they rushed

after losing say three of their buildings and then nuked the pedestal, which would you say deserves a win more? Why should one nuke/ion be any more special than the others? I'd say GDI defended more than Nod if three of their buildings died. But because of a little stipulation you can lose by ONE nuke?

Anyways my point is that GDI should have won, because they're the ones that managed to kill more buildings than Nod. The idea that one single person can win a game, regardless of the number of buildings that team has, regardless the amount of effort and teamwork the team had and regardless of the skill the team had. Why *anyone* should base a win off of such a thing doesn't make very much sense to me. I don't see a difference in the number of players because having one or two players or 10 players it doesn't make a difference that someone shouldn't have to go back, or defend a base from a single nuke or ion. The team should be able to choose if they think they can deal with just one building being destroyed rather than not knowing if it's on the pedestal and losing from a single nuke/ion. Not to mention a lot of those public servers have donate on making it especially easier to do a ped beacon, and all you need are TWO sbhs and you could easily get in the barracks. If you want different though and different strategies, I'd promote no building repair. Try camping on Under with no building repair and see how long you could last

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [fl00d3d](#) on Thu, 14 Dec 2006 19:45:51 GMT
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You're still talking about competitive play, though, de7.....

In the public servers (and I know you know this) the level of competition is nowhere near that of a pro clanwar and there are a lot more people. If the pedestal is enabled, that forces people to be on their toes more and be a little more wise about base defenses --especially on the smaller maps. Noob to use? I personally think so; regardless of the situation. A feature that many pub. server players seem to enjoy? Yes. And for that reason many server owners enable the feature. I've had to compromise a lot of my personal feelings on gameplay for the sake of my users. For that reason, I have recently thrown up RenUnderground :: OldSchool AOW on a000000H which has no donation, no crates, no drop mod, 0 starting credits, 18 player max, and pedestal off. 90% of the community would find that boring -- which is why these features are normally enabled. But when you join an "oldschool" server such as this one, you expect more professional gameplay which is why the settings are the way that they are.

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [Sniper_De7](#) on Thu, 14 Dec 2006 20:20:15 GMT
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I personally don't care that much. I feel pretty much any time a game was won by a ped beacon that the other team should have won. I doubt anyone really knows if the majority like ped on or off, or if people even care so much. I just wanted the creator of the topic to tell me why he thinks a server owner SHOULD have it on. I don't see what the problem is if it's off. he says because it

makes people pointwhore and whatever else he said, and he was wrong.

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [fl00d3d](#) on Thu, 14 Dec 2006 20:55:09 GMT
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I can agree to that.

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [R315r4z0r](#) on Fri, 15 Dec 2006 04:18:17 GMT
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Goztow wrote on Thu, 14 December 2006 03:07It should be turned on in public servers (and in bigger clanwars IMO) because it is another option both teams need to consider in attack/defence. It makes the game a bit more open which is a good thing.

And i even think this is true for high skilled people playing a rather big (6v6+) clanwar. In smaller clanwars, I'm not that convinced it should be on because the game is open enough in my eyes.

Bit hard to explain, I hope you understand what I mean.

yes I can agree with that. On in big 30+ people servers, off in in the smaller ones. Tis the reason why it has the disable function!

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [crazfulla](#) on Fri, 15 Dec 2006 04:49:33 GMT
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I know what ya mean. I love smaller games ^_^ kekeke

And you re-enforced my point...if a team really is "PRO" they should know to defend thier pedistal. If you can't, then what does that say about you? I don't mind if someone else nukes the pedistal and gets a cheap win when versing me in like a 1v1, if I've killed 3/4 of thier buildings I still get the MVP rec at the start of the next round. Real pros shouldnt givea flying monkey about it only nubs whine when they lose and blame everyone but themselves. Some people are just arogant though and don't like it when someone else gets the win when they've been point whoring all game. Often on n00bless newmaps, myself and USBsatan verse eachother 1v1 to get the server started, and quite often (particularly on non-defended maps) its a race to get the ped. You should have seen what we did once on minesTS, every mine permitted under the limit was on or around the ped....lol

Subject: Re: Ped Beacons (n00by or teh pwn??)

Posted by [R315r4z0r](#) on Fri, 15 Dec 2006 04:54:30 GMT

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the main reason I don't really like it at all.. is cause it is just stupid and unrealistic...

Subject: Re: Ped Beacons (n00by or teh pwn??)

Posted by [crazfulla](#) on Fri, 15 Dec 2006 06:08:09 GMT

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Does your house have a computer terminal which destroys the whole building?

When was the last time a military soldier was able to cloak from the naked eye?

Since when did the military construct an orbital weapons platform?

Renegade IS unrealistic.

My pet peves include people blocking my taqnk when im retreating for repair, people who spam I Need Repair when they are perfectly capable of doing it themselves and long boring one sided point whore games. Bugger all you can do about the first two, but as for the third.... NUKE THE PED! lol. But I see where you're coming from.

Subject: Re: Ped Beacons (n00by or teh pwn??)

Posted by [Goztow](#) on Fri, 15 Dec 2006 07:43:16 GMT

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I'd rather say on in big (7v7+) servers, off in small.

Who the hell would want to play in a 30v30+ server anyway.

Subject: Re: Ped Beacons (n00by or teh pwn??)

Posted by [Spoony](#) on Fri, 15 Dec 2006 10:14:28 GMT

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crazfulla wrote on Fri, 15 December 2006 15:49 I don't mind if someone else nukes the pedistal and gets a cheap win when versing me in like a 1v1, if I've killed 3/4 of thier buildings I still get the MVP rec at the start of the next round.

You talk about pros and nubs, and yet you think having the MVP rec is more important than winning.

Wow.

Subject: Re: Ped Beacons (n00by or teh pwn??)

Posted by [Sniper_De7](#) on Fri, 15 Dec 2006 11:17:54 GMT

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No this guy talks about OWNING. HE JUST OWNS. HE IS THE POWNER.

Anyways, no there is no MCT in a building but irregardless there is no spot in the C&C Universe that if you use a nuke/ion/weather storm/whatever the fuck, that you automatically win. It would make the game BORING. "Well, they should have killed me before I could have made it possible to nuke that spot, if they were "pro" that's what they would have done"

Just dumb.

edit: in case you haven't gotten my point yet, stop saying "owning", "pro" or "nub". You're terrible at renegade and I'm almost sure that you wouldn't even know what to do if you were in a 4v4 against a good team on a map like field.
"Buy flame tanks?"

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [DarkKnight](#) on Fri, 15 Dec 2006 17:24:23 GMT
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I personally hate the ped. Think it shouldn't even have been created. Cheap ass way to win a game if you ask me.

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [crazfulla](#) on Fri, 15 Dec 2006 19:06:17 GMT
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Re: Sniper_De7, A little FYI, point whoring does not always get you the win.

Re: Goztow, I agree completely. I play for fun, and for the win. Not for points or kills or recs or ladders like some people. Larger games where people pointwhore for half an hour aren't exactly my idea of 'fun'.

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [Sniper_De7](#) on Fri, 15 Dec 2006 19:25:03 GMT
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I've played this game since 2002, and yes, i think you are a "nub" Just because you use the term

"owning". You also say that you figure you won a match if it's 1v1 and he nukes your ped. Doesn't that go against EXACTLY what you are trying to prove? Hypocrite? Not only have I played this game for nearly 5 years, I've played hundreds of clanwars. No, I know you wouldn't have responded on what you think you should buy in say 4v4 on field, because honestly I knew you wouldn't have a clue. The reason why you aren't saying is because you know if you say something so ridiculous, that I would laugh. You'd be right. But anyways. Like I said, you can state your opinion just don't say someone gets "owned" for something like that. It's just dumb... See who is better at infantry, with a pistol, or a tank, and I guess you can say "owned" even then, there is a fine line between "owning" someone and doing better than them. For example, if you didn't manage to hit my tank once while I managed to kill yours.

As for your half-assed attempt at thinking I'm bad at renegade. I already said I didn't *care* if, on a public, my team lost by pedestal. I mean, unless if my team *really* deserved to win. How often does that happen? one game out of 500? Yeah. Generally I feel bad at my team and watching them buy tib sydney's on maps like City Flying and going around shooting at tanks. If I'm actually *trying* (which I'm not, usually) I could probably make up for 3-4 people who aren't doing anything productive. As for clanwars, even with pedestal on, we never lost by ped, but for defending the base, we've done that countless times, and gse must have done something right if we were able to beat top clans and hardly ever lose any maps (Maybe our average was we lost one map out of every 100 maps we played) since our prime members joined. But tell me, what clan were you in, and how well were they? Silly me, I'm assuming you ever were in a clan.

as for talking about "long point-whore games" The only maps that come to my mind are Mesa, Under, and Hourglass. Mesa can be a real challenge if the other team is actually good and you're the only one on Nod with an artillery trying to fend off 3 med tanks AND keep control of the tunnel with absolutely no repair from your teammates. Under, I usually just buy an APC to kill people because the map almost always never is completed via means of base destruction (Yes, even if you had pedestal on, it doesn't change a god damned thing about that) As for Hourglass, if the other team actually bought tanks (they do) and tried to fight my tank it wouldn't exactly be pointwhoring, but 'lo, if we're "crazfulla", we're expert base defenders, but complain about pointwhoring when we could just buy a tank to kill the other tank. Which in all cases is easily possible. If someone is POINT-WHORING. BUY A TANK AND GO KILL THEM. They aren't going to be pointwhoring if you're better than them and you can kill them, now can they? and if there is more than one. Tada, that's where TEAMWORK comes in. The other team has it, and obviously your team doesn't if they can't stop the other team. But you complain about "pointwhoring"

Yeah. O.K.

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [Sniper_De7](#) on Fri, 15 Dec 2006 19:39:30 GMT
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crazfulla wrote on Fri, 15 December 2006 13:06Re: Sniper_De7, A little FYI, point whoring does not always get you the win. You think, if GDI has been point whoring all game, that they deserve the win? If they leave the ped unguarded and Nod is sneaky enough to nuke it, I laugh in GDI's

face.

Re: Goztow, I agree completely. I play for fun, and for the win. Not for points or kills or recs or ladders like some people. Larger games where people pointwhore for half an hour aren't exactly my idea of 'fun'.

First thanks for editing your post

second, Quote:I don't mind if someone else nukes the pedistal and gets a cheap win when versing me in like a 1v1, if I've killed 3/4 of thier buildings I still get the MVP rec at the start of the next round.

Kinda goes against what you're saying doesn't it.

as for the rest of your post, i already explained it - Pointwhoring is a term made up by public server morons who complain that people buy tanks and win the game for their team. But in the case you mentioned, if GDI managed to shoot at their buildings all game and Nod did nothing to stop it, hell yeah they deserved it. Obviously Nod wasn't a good enough team to stop GDI. They had to resort to a pedestal nuke to win. Something that takes absolutely NO teamwork for a team to win by. Now if you say something like GDI was shooting at building the entire time, didn't try to go and nuke, and Nod being the good team, managed to buy 6 stanks without GDI knowing and managed to either sneak attack or whatever and kill GDI's base. Then yeah. But if all Nod did was sit on their pinkys repairing the base because GDI were too powerful, and only got a win off a setting that doesn't even make sense in the realm of C&C and completely goes against any idea of needing teamwork to win a game, I just don't agree. There is at some point where shooting at a building over and over becomes unneccesary if the lead is big enough and I don't really see a point in it, but I don't see why Nod least of all should deserve a win by a single person sneaking a nuke in. It's more that GDI deserved the win but didn't do all that was necessary. Like I said though, Nod sure as hell didn't deserve to win if they didn't even try to kill their tanks.

Subject: Re: Ped Beacons (n00by or teh pwn??)

Posted by [crazfulla](#) on Fri, 15 Dec 2006 19:53:18 GMT

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Sniper_De7 wrote on Fri, 15 December 2006 13:25I've played this game since 2002, and yes, i think you are a "nub" Just because you use the term "owning". You also say that you figure you won a match if it's 1v1 and he nukes your ped. Doesn't that go against EXACTLY what you are trying to prove? Hypocrite? Not only have I played this game for nearly 5 years, I've played hundreds of clanwars. No, I know you wouldn't have responded on what you think you should buy in say 4v4 on field, because honestly I knew you wouldn't have a clue. The reason why you aren't saying is because you know if you say something so ridiculous, that I would laugh. You'd be right. But anyways. Like I said, you can state your opinion just don't say someone gets "owned" for something like that. It's just dumb... See who is better at infantry, with a pistol, or a tank, and I guess you can say "owned" even then, there is a fine line between "owning" someone and doing better than them. For example, if you didn't manage to hit my tank once while I managed to kill yours.

As for your half-assed attempt at thinking I'm bad at renegade. I already said I didn't *care* if, on a public, my team lost by pedestal. I mean, unless if my team *really* deserved to win. How often does that happen? one game out of 500? Yeah. Generally I feel bad at my team and watching them buy tib sydney's on maps like City Flying and going around shooting at tanks. If I'm actually *trying* (which I'm not, usually) I could probably make up for 3-4 people who aren't doing anything productive. As for clan wars, even with pedestal on, we never lost by ped, but for defending the base, we've done that countless times, and gse must have done something right if we were able to beat top clans and hardly ever lose any maps (Maybe our average was we lost one map out of every 100 maps we played) since our prime members joined. But tell me, what clan were you in, and how well were they? Silly me, I'm assuming you ever were in a clan.

as for talking about "long point-whore games" The only maps that come to my mind are Mesa, Under, and Hourglass. Mesa can be a real challenge if the other team is actually good and you're the only one on Nod with an artillery trying to fend off 3 med tanks AND keep control of the tunnel with absolutely no repair from your teammates. Under, I usually just buy an APC to kill people because the map almost always never is completed via means of base destruction (Yes, even if you had pedestal on, it doesn't change a god damned thing about that) As for Hourglass, if the other team actually bought tanks (they do) and tried to fight my tank it wouldn't exactly be pointwhoring, but 'lo, if we're "crazfulla", we're expert base defenders, but complain about pointwhoring when we could just buy a tank to kill the other tank. Which in all cases is easily possible. If someone is POINT-WHORING. BUY A TANK AND GO KILL THEM. They aren't going to be pointwhoring if you're better than them and you can kill them, now can they? and if there is more than one. Tada, that's where TEAMWORK comes in. The other team has it, and obviously your team doesn't if they can't stop the other team. But you complain about "pointwhoring"

Yeah. O.K.

My tactics are my buisness, you can find out ingame. I too have been playing for around 4 years and have had my share of clan wars. I agree pistol wars and tank wars are a good test of skill, perhaps I should give you a game sometime. I have been in a few clans myself believe it or not; and since my last have had countless invitations. I recieved one just the other day from {CD}...believe me if I wanted a clan it would not be hard to get one. And yes, if the enemy team is point whoring, I usually get a tank and go kill them. Well, as long as I am not the one stuck down repairing the building. Hourglass is a good example, if you have ever played that on a server with 30+ people you will know hwat I mean. Just gets hell boring after a while.

Subject: Re: Ped Beacons (n00by or teh pwn??)

Posted by [crazfulla](#) on Fri, 15 Dec 2006 20:30:32 GMT

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As for the 1v1 remark, I never said that if someone else nukes my ped, that I consider that I earned the win or they did not deserve it. Obviously I left it unguarded and they took advantage - such is life, I said I get over it. I shouldn't have put the emphasis on recs, that in itself was n00by I admit, obviously I worded that incorrectly... Meh. As for ped beacons requiring teamwork...particularly on larger servers (eg 30+ players) it is actually quite hard to do, as I think

you touched on in your rant. Usually you have half a dozen engys throwing remotes at you...there you've given them 300 points and probably a laser rifle as well. So if you are going to do it you better have a few people covering it. I don't always ped, obviously, probably *1 in 100 games* or so, only when I feel the absolute need, and most often only in small games. Depends whom I am playing against, some people I know thier tactics too well. If you know Lee from [ULoW]...he is the one I had ped races against...we were just being complete idiots lol...but it was hell fun, one map he was an officer when he reached the ped, as I said in a previous post, all 30 mines were around the ped. Now thats defence for ya. If anything overmining the ped was n00by, lmao. But its all in fun. I knew he woield do that and I adapted my own strategy to counter it. Clanwars are too competitive for my liking, as I said before I play for fun. But maybe its time I got back into clans? You wouldn't have a good clan worth joining by chance?

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [Sniper_De7](#) on Fri, 15 Dec 2006 20:56:35 GMT
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crazfulla wrote on Fri, 15 December 2006 14:30As for the 1v1 remark, I never said that if someone else nukes my ped, that I consider that I earned the win or they did not deserve it. Obviously I left it unguarded and they took advantage - such is life, I said I get over it. I shouldn't have put the emphasis on recs, that in itself was n00by I admit, obviously I worded that incorrectly... Meh. As for ped beacons requiring teamwork...particularly on larger servers (eg 30+ players) it is actually quite hard to do, as I think you touched on in your rant. Usually you have half a dozen engys throwing remotes at you...there you've given them 300 points and probably a laser rifle as well. So if you are going to do it you better have a few people covering it. I don't always ped, obviously, probably *1 in 100 games* or so, only when I feel the absolute need, and most often only in small games. Depends whom I am playing against, some people I know thier tactics too well. If you know Lee from [ULoW]...he is the one I had ped races against...we were just being complete idiots lol...but it was hell fun, one map he was an officer when he reached the ped, as I said in a previous post, all 30 mines were around the ped. Now thats defence for ya. If anything overmining the ped was n00by, lmao. But its all in fun. I knew he woield do that and I adapted my own strategy to counter it. Clanwars are too competitive for my liking, as I said before I play for fun. But maybe its time I got back into clans? You wouldn't have a good clan worth joining by chance?

It's not about being in a clan, it's about being in a *GOOD* clan. CD aren't good. So aren't a lot of clans, or in fact, most of them. Or at least good in terms of what they *could* be, compared to the really good clans. Yeah I know Lee from ULoW, not anyone special but yeah.

Why do people say "they play for fun" Who *doesn't* play for fun? Maybe like 20 people or something, but just because YOU don't find something fun doesn't mean it isn't fun for someone else. Other people might hate tank fights, or being in a tank. But I like the fact that I can go and try and take on 2-3 meds with a single arty. That's a challenge, and generally I like a challenge. Though, for myself, I haven't been clanwarring or even playing renegade at all very much. But if you wanted to ask me a year or so ago you could ask me about gse, which apparently have been one of the top 10 renegade clans, not by gse themselves, but by other people who have played this game just as long. of course if we played now we wouldn't win because 3/4s of us don't even play renegade and we don't even play as a clan anymore. As for myself, I have played in a couple

games with FE since gse stopped playing renegade, I've also played in other clans if they asked me and needed me for a clanwar. If you want to see how good I am, compare me to some of the GW members who maybe you've seen play. They beat ULoW easily, especially since most of ULoW were too scared to play them on the record. Seeing as how you're talking about CD and ULoW I can only assume you're gamespy, and since apparently you've been here for about 4 years as you said, then you should know all about gse and how well they played.

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [crazfulla](#) on Fri, 15 Dec 2006 21:28:45 GMT
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Sniper_De7 wrote on Fri, 15 December 2006 20:56It's not about being in a clan, it's about being in a *GOOD* clan. CD aren't good. So aren't a lot of clans, or in fact, most of them. Or at least good in terms of what they *could* be, compared to the really good clans. Yeah I know Lee from ULoW, not anyone special but yeah.

Thats exactly why I haven't joined a clan yet. I want to find a good clan, one with people I already know, trust and can play to my full potential alongside.

Sniper_De7 wrote on Fri, 15 December 2006 20:56Why do people say "they play for fun" Who *doesn't* play for fun?

A lot of people on the n00bless server play for recs, ladder points etc. Obviously I gave that impression of myself in the previous post >.<

Sniper_De7 wrote on Fri, 15 December 2006 20:56But I like the fact that I can go and try and take on 2-3 meds with a single arty. That's a challenge, and generally I like a challenge. Indeed, that would be interesting. A good challenge never goes amiss. Often I go up against a bunch of meds or mammoths in a solo stealth tank...as much as people bash on them, they are actually quite effective...they have manoeuverability which rivals a light tank and firepower greater than a med...of course we all know the disadvantages.

Sniper_De7 wrote on Fri, 15 December 2006 20:56Though, for myself, I haven't been clanwarring or even playing renegade at all very much. But if you wanted to ask me a year or so ago you could ask me about gse, which apparently have been one of the top 10 renegade clans, not by gse themselves, but by other people who have played this game just as long. of course if we played now we wouldn't win because 3/4s of us don't even play renegade and we don't even play as a clan anymore. As for myself, I have played in a couple games with FE since gse stopped playing renegade, I've also played in other clans if they asked me and needed me for a clanwar. If you want to see how good I am, compare me to some of the GW members who maybe you've seen play. They beat ULoW easily, especially since most of ULoW were too scared to play them on the record. Seeing as how you're talking about CD and ULoW I can only assume you're gamespy, and since apparently you've been here for about 4 years as you said, then you should know all about gse and how well they played.

I grew up on WOL actually, never saw GSE myself. Only heard about them. ULoW I only know

Lee, none of the other members. {CD} I hardly know either hence why I did not accept the invite. I haven't been in a GSA clan yet. But I think your relationship with GSE much reminds me of mine with HT, a clan I was in for the longest time, seemingly unbeaten, and now they have moved onto other games. Of course thier server had certain idiocies such as the team stacking, but they were quite good teamplayers.

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [Goztow](#) on Sat, 16 Dec 2006 08:25:45 GMT
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You need to have 3 real stupid med drivers if they can't take out one art (regardless if it has repairs or not). Then again: theer are a lot of those out there .

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [MexPirate](#) on Sat, 16 Dec 2006 09:56:12 GMT
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crazfulla wrote on Wed, 13 December 2006 12:38Disabling Pedistal "End Game" Beacons:

- Tips the game drastically in favor of GDI.*

No, enabling ped gives GDI the advantage, you can mine the bar a lot easier than the hon and on flying maps you pretty much have no chance of succesfully mining the hon if you wish to keep the rest of your base mined. The barracks is nearly always the hardest building to get in to, where as hon is often the easiest (think Field - bar at back in sight of agt, hon at front of base, Under - bar doors covered by AGT, both entrances to hon accesible, Walls fly hon is easiest, closest building to get to, City - hon easy to get to on foot or with hummer bar - hardest building to get to..) you get the point, that is why I personally don't like peds, I find them balanced towards GDI MOST of the time (yes if bar & AGT is down and Nod have hon then no mines and sbh walk in - wow)

As for point whoring, large servers end on points A LOT, every game that end on points is won by points and a De pointed out, if someone is whoring points go grab a tank and stop them rather than playing with yourself runnung around trying to sbh nuke the ped.

Looking at this convo and the knowledge the two of you seem to have, I would bet money that De7 would rape you np.

fI00d3d wrote on Thu, 14 December 2006 13:45

For that reason, I have recently thrown up RenUnderground :: OldSchool AOW on a000000H which has no donation, no crates, no drop mod, 0 starting credits, 18 player max, and pedestal off. 90% of the community would find that boring -- which is why these features are normally enabled. But when you join an "oldschool" server such as this one, you expect more professional gameplay which is why the settings are the way that they are.

Sounds good! will be sure to drop by when the KOSs server is empty

Goztow wrote on Sat, 16 December 2006 08:25 You need to have 3 real stupid med drivers if they can't take out one art (regardless if it has repairs or not). Then again: there are a lot of those out there .

Haha, it's amazing just how stupid most pub players are though isn't it at range (usually maps like hourglass or field) I have got through more than 3 n00b meds easy.

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [Sniper_De7](#) on Sat, 16 Dec 2006 13:08:16 GMT
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What usually happens is that on field or whatever and I'm behind the hill they won't rush out together at the exact same time, and by the time they do they don't always rush right away, they might take some time - by that time i will have already shot at one med tank and he's probably half-health. I wouldn't say he's exactly stupid to not rush, because he would have died if he didn't, and they may have *not* killed me if they rushed. But yeah, it's more of lack of experience. but it only works if you're behind cover because most people can't hit an arty behind cover because that takes experience. As for a tech'd art taking 3 meds, that's pretty easy even if you're not behind cover because half the time they usually miss and if you're behind cover, good luck GDI.

I remember one time specifically when i was GDI though, and I had a med behind Nod's hill and was trying to hold back Nod by myself (my team wasn't doing jack) and eventually Nod got the idea to rush to kill me and they rushed with a light tank and a tech'd art. Normally you think a tech'd art would be bad enough, since an art pretty much HAS to kill the tech. Anyways, I first killed the light tank, being lucky that the light tank only got out at the last few seconds, so that he was repairing with his tech but it only took a few more shots to kill it. (IF he would have just repaired while the arty rushed I'd have probably lost/died) Meanwhile by that time the arty managed to make it to the hill that leads up to the bunker and I don't remember exactly how I did it but I killed the tech and then the artillery, maneuvering my way around the hill and repairing and shooting the arty.

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [MexPirate](#) on Sat, 16 Dec 2006 13:14:31 GMT
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haha, always nice - usually followed by !rg and calls of hax0r though

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [Spoony](#) on Sun, 17 Dec 2006 00:53:18 GMT

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fI00d3d wrote on Thu, 14 December 2006 13:45 For that reason, I have recently thrown up RenUnderground :: OldSchool AOW on a000000H which has no donation, no crates, no drop mod, 0 starting credits, 18 player max, and pedestal off. 90% of the community would find that boring -- which is why these features are normally enabled. But when you join an "oldschool" server such as this one, you expect more professional gameplay which is why the settings are the way that they are.

This sounds like my kind of server tbh...

Subject: Re: Ped Beacons (n00by or teh pwn??)

Posted by [DarkKnight](#) on Sun, 17 Dec 2006 08:09:43 GMT

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MaidenTy1 wrote on Sat, 16 December 2006 18:53 fI00d3d wrote on Thu, 14 December 2006 13:45 For that reason, I have recently thrown up RenUnderground :: OldSchool AOW on a000000H which has no donation, no crates, no drop mod, 0 starting credits, 18 player max, and pedestal off. 90% of the community would find that boring -- which is why these features are normally enabled. But when you join an "oldschool" server such as this one, you expect more professional gameplay which is why the settings are the way that they are.

This sounds like my kind of server tbh...

whats the ip and port?

Subject: Re: Ped Beacons (n00by or teh pwn??)

Posted by [JPNOD](#) on Sun, 17 Dec 2006 14:16:12 GMT

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Still up to the server owners..

Imo Ped off in small games but in big games it should be always on as like Gozy said it leaves the game more open. A good example lets say its hourglass and GDI is camping with meds you still have a chance to win because bar is usally open if there team is defending very well then thele have that mined up too. But alot of times the team I was on deserved to win (because we killed most of there buildings and they were just winning because they get tons of points from tanks in the field by using cheap characters)this evens up perfectly because you still have a chance to win in this way by just nuking ped. Like I said if you can't defend a ped in a 50 player serv then thats pretty sad. Also nothing as fun as playing with a team full of newbs/n00bs and then then winning the game for your team by using a good toss of c4 and then using a pistol to finish it off.

Subject: Re: Ped Beacons (n00by or teh pwn??)

Posted by [Dover](#) on Mon, 18 Dec 2006 00:58:53 GMT

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razorblade001 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

Subject: Re: Ped Beacons (n00by or teh pwn??)

Posted by [Sniper_De7](#) on Mon, 18 Dec 2006 02:57:55 GMT

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Dover wrote on Sun, 17 December 2006 18:58razorblade001 wrote on Wed, 13 December 2006 20:55

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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.

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [fI00d3d](#) on Mon, 18 Dec 2006 06:38:44 GMT
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RenUnderground :: OldSchool AOW is running on a000000H on XWIS and is also listed on GameSpy (using WOLspy). We don't hand out the IP and port for security reasons, but once you find the server you can probably do some investigative work and figure it out for yourself

www.RenUnderground.com for more information about our servers, ladders, etc. --- as well as a link to our new forums at <http://www.RenUnderground.com/forums> (member of the Tsunami Gaming network)

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

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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.

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [IronWarrior](#) on Mon, 18 Dec 2006 07:53:51 GMT
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razorblade001 wrote on Thu, 14 December 2006 22:54the main reason I don't really like it at all.. is cause it is just stupid and unrealistic...

Why is it stupid and unrealistic, many things in life have a weak spot, lets say I kick you in the balls and watch you flop to the floor holding them, lets see you fight back then.

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [Sniper_De7](#) on Mon, 18 Dec 2006 11:20:49 GMT
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The size of the nuke/ion changes when you hit a specific spot, and it weakens the other buildings to destroy them all at once.

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [puddle_splasher](#) on Tue, 19 Dec 2006 11:33:59 GMT
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razorblade001 wrote on Thu, 14 December 2006 22:54the main reason I don't really like it at all.. is cause it is just stupid and unrealistic...

What a lot of rot.

I don't personally like snipers, especially when they vehicle whore but I don't go around whining and wingeing that its all just stupid and realistic.

Its all part of the game. If you or your teammates are hellbent on attacking and in doing so, refusing to mine the ped, well tough schnitzel.

It wont be the first or last time that I've had a 1000 character and gave it up in favour of hotty/tech to re-mine when the noobs wont. Nor is it the first time that I have had to give someone my vehicle in order that I re-mine. Its not even the first time that I have abandoned everything, in order to get a basic engineer to defend the ped because if PED goes we all go. Save it and hopefully there are enough credits to carry on playing

But then again I am a team-player.

Every tactic mentioned this far, are all legitimate tactics, they all win on different maps, even if all players don't agree with all the tactics.

So start playing as a team and encourage the noobs and newbies to play properly, "Lead by

example" is always a good way to begin.

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [DarkKnight](#) on Sun, 24 Dec 2006 07:50:20 GMT
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Darkknight wrote on Sun, 17 December 2006 02:09MaidenTy1 wrote on Sat, 16 December 2006 18:53fl00d3d wrote on Thu, 14 December 2006 13:45For that reason, I have recently thrown up RenUnderground :: OldSchool AOW on a000000H which has no donation, no crates, no drop mod, 0 starting credits, 18 player max, and pedestal off. 90% of the community would find that boring -- which is why these features are normally enabled. But when you join an "oldschool" server such as this one, you expect more professional gameplay which is why the settings are the way that they are.

This sounds like my kind of server tbh...

whats the ip and port?

i take it no one knows or you dont want anyone on it

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [MexPirate](#) on Sun, 24 Dec 2006 09:27:05 GMT
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fl00d3d wrote on Sun, 17 December 2006 23:38 We don't hand out the IP and port for security reasons, but once you find the server you can probably do some investigative work and figure it out for yourself

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [Jzinsky](#) on Fri, 29 Dec 2006 16:41:37 GMT
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Wow this has created a big argument.

As I always say in maps like walls and volcano "Defend the base"

If the ped is on, mine the hand, mine the barracks and then no-one can get in and keep on top of it too.

Also friendly fire should be on, keep people out of the way and anyone who sits in a building without moving for more than 2 mins should be booted. I've seen half a team wasting time while we're getting creamed..

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [MexPirate](#) on Fri, 29 Dec 2006 16:53:48 GMT
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Jzinsky wrote on Fri, 29 December 2006 10:41
If the ped is on, mine the hand, mine the barracks and then no-one can get in and keep on top of it too.

mine 6 entrances to the hon on walls flying? kind of leaves the rest of the base open to attack doesn't it.

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [Jzinsky](#) on Wed, 25 Jul 2007 10:15:33 GMT
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MexPirate wrote on Fri, 29 December 2006 11:53Jzinsky wrote on Fri, 29 December 2006 10:41
If the ped is on, mine the hand, mine the barracks and then no-one can get in and keep on top of it too.

mine 6 entrances to the hon on walls flying? kind of leaves the rest of the base open to attack doesn't it.

Well defend the base manually, like I said it's one of the few calls that go unnoticed.

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [sadukar09](#) on Wed, 25 Jul 2007 10:57:56 GMT
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Are you dumb? This is from 2006
Post +1

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [Starbuzz](#) on Wed, 25 Jul 2007 18:46:47 GMT
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sadukar09 wrote on Wed, 25 July 2007 05:57Are you dumb? This is from 2006
Post +1

haha...well, in that case, I will take one too! Post +1

LMAO

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [puddle_splasher](#) on Thu, 26 Jul 2007 09:14:23 GMT
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OMG me too, spam +1

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [Renerage](#) on Fri, 27 Jul 2007 06:51:11 GMT
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OMFG Trend follows
+1's all around.

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [Jamie or NuneGa](#) on Sat, 28 Jul 2007 22:28:46 GMT
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By NuneGa at 2007-07-28

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [IR4p3dy0u](#) on Sun, 29 Jul 2007 05:00:53 GMT
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\\"Not to mention, most clanwars these days are 2v2 up to 8v8 or so. Very rarely do you see the higher numbers. Whereas the public servers usually have at least 14-16 players in them at any given time. At least the semi-successful ones.\"

no offense, but thats mostly because most clans with 20+ members arent all that great. Most public server clans dodge when asked for a clanwar.

Peds are pretty sad imho, a team can play all game use good teamwork, just for a couple people to donate a for a sbh and nuke to go nuke ped. Which takes 0 teamwork, and no skill, while the other team does nothing to earn the win.

C&C mode= command and conquer, not sbh nuke and be n00bish.

Killwhoring/apc whoring apcs can be killed like any other tank.

For every action there is a reaction/solution. learn some, and you will find the game alot more enjoyable then nuking a ped and saying ownt.

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [Homey](#) on Sun, 29 Jul 2007 06:43:43 GMT
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I like it simply because if you're cursed with a bunch of morons you have a way to win the game by yourself. Now on the other hand the better team deserves to win, but if they didn't defend it were they really better?

Anyways it doesn't matter to me, in games under 15 people I think it's cheap. In a marathon game it is sometimes a good choice if it's a deadlock game like on glacier with no air and you've killed everything possible. No choice but to ped.

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [puddle_splasher](#) on Sun, 29 Jul 2007 10:58:36 GMT
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Homey wrote on Sun, 29 July 2007 01:43 you have a way to win the game by yourself.

Yet another player that does not understand, there is no "I" in team

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [KiTTyKaT](#) on Sun, 29 Jul 2007 15:17:48 GMT
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I don't think I have ever planted a ped beacon, I don't know of a server that enables it lol

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [R3N3G1DE](#) on Sun, 29 Jul 2007 15:21:50 GMT
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Try n00bstories, you might have a chance to obtain your goal.

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [Spoony](#) on Mon, 30 Jul 2007 11:05:32 GMT
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puddle_splasher wrote on Sun, 29 July 2007 05:58Homey wrote on Sun, 29 July 2007 01:43 you have a way to win the game by yourself.

Yet another player that does not understand, there is no "I" in team

lol... you don't know who you're talking to

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [puddle_splasher](#) on Mon, 30 Jul 2007 18:57:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

Spoony wrote on Mon, 30 July 2007 06:05puddle_splasher wrote on Sun, 29 July 2007 05:58Homey wrote on Sun, 29 July 2007 01:43 you have a way to win the game by yourself.

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lol... you don't know who you're talking to

Nor do I care

I play for the team

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [JasonKnight](#) on Tue, 31 Jul 2007 20:51:05 GMT
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Goztow wrote on Wed, 13 December 2006 06:56Never 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...

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [Goztow](#) on Wed, 01 Aug 2007 06:45:03 GMT

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JasonKnight wrote on Tue, 31 July 2007 22:51Goztow wrote on Wed, 13 December 2006 06:56Never 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 .

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Well, Nod can enter the HON easier to defend as well, then . And Nod has sbh's which is a huge advantage for nuking in general (but a big disadvantage in public servers due to n00bs).

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [Tunaman](#) on Wed, 01 Aug 2007 06:59:28 GMT
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JasonKnight wrote on Tue, 31 July 2007 16:51Goztow wrote on Wed, 13 December 2006 06:56Never 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 .

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Because a lot of times they defend that building like crazy, yet do not think about the ped.

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [Herr Surth](#) on Thu, 02 Aug 2007 09:38:17 GMT
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btw: Instead of Mining all entrances of the HoN (on Flying maps you can also jump from the roof into the Windows, e.g. 5-6 Entrances)

Why dont you just mine the Pedestal? Given that the HoN is already dead, of course.

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [R315r4z0r](#) on Thu, 02 Aug 2007 17:33:30 GMT
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crazfulla wrote on Fri, 15 December 2006 01:08Does your house have a computer terminal which destroys the whole building?

When was the last time a military soldier was able to cloak from the naked eye?
Since when did the military construct an orbital weapons platform?

Renegade IS unrealistic.

Well for the MCT, you can relate that to something realistic. Symbolically infiltrating an enemy structure, planting C4 charges, and blasting it to oblivion. The MCT just simplifies this.

The last 2 examples are part of the fiction of the game, and you can't really argue that they are unrealistic. Cloaking is Nod's strong point, orbital weapons is GDI's.

How ever, you cannot relate the pedestal to anything realistic... a missile blows up on some pedestal on a possibly already destroyed structure, and BOOM every other building magically gets destroyed in 2 seconds.

I support the pedistal for winning as a last stitch effort, but I just don't like the over concept of it.

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [Jamie or NuneGa](#) on Thu, 02 Aug 2007 18:03:36 GMT
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razorblade001 wrote on Thu, 02 August 2007 12:33crazfulla wrote on Fri, 15 December 2006 01:08Does your house have a computer terminal which destroys the whole building?

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I support the pedistal for winning as a last stitch effort, but I just don't like the over concept of it.

renegade is based in another dimension or something like that.

Use the ped!! Often it is the last hope of ur team and if they dont defend it its their own fault.

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [Renerage](#) 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 .

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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.

Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [Homey](#) on Fri, 03 Aug 2007 00:05:18 GMT
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puddle_splasher wrote on Mon, 30 July 2007 14:57 Spooky wrote on Mon, 30 July 2007 06:05 puddle_splasher wrote on Sun, 29 July 2007 05:58 Homey wrote on Sun, 29 July 2007 01:43

you have a way to win the game by yourself.

Yet another player that does not understand, there is no "I" in team

lol... you don't know who you're talking to

Nor do I care

I play for the team

Remember i'm talking about doing this when you're on a team that can't even keep 1 building alive together let alone win the game. I don't care if I go lone wolf in a public server. This only happens when I have a hopeless team. It's not that important to use teamwork. Sometimes doing stuff like that is just more fun than trying to organize a bunch of tards.

Subject: Re: Ped Beacons (n00by or teh pwn??)

Posted by [bly](#) on Fri, 03 Aug 2007 00:43:40 GMT

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there is an I in Win.

Subject: Re: Ped Beacons (n00by or teh pwn??)

Posted by [TORN](#) on Tue, 07 Aug 2007 13:58:42 GMT

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There is no I in bly

Subject: Re: Ped Beacons (n00by or teh pwn??)

Posted by [puddle_splasher](#) on Tue, 07 Aug 2007 19:08:40 GMT

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Homey wrote on Thu, 02 August 2007 19:05 This only happens when I have a hopeless team. It's not that important to use teamwork. Sometimes doing stuff like that is just more fun than trying to organize a bunch of tards.

SBH FTW lol

A few of you doing this on the PED is well worth the laugh. Especially if the 2nd nuke is outside the building. That way the game is won or the building goes BOOM.

How many of the nuggets do you see that dont mine the entrance to the PED after the building blows
