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

Posted by [Javaxcx](#) 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.
