
Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [f100d3d](#) 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.
