
Subject: Point system tweaks (help me out on this)
Posted by [Anonymous](#) on Sat, 13 Apr 2002 14:11:00 GMT
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quote:Originally posted by destruyax:In the next patch, all AGTs should have a wall surrounding them on three sides (in the RTS I surrounded mine with two rows sometimes in multiplayer) to discourage flamers from getting RIGHT next to them.Now, Noddies are gonna b**** and moan about that, but seriously, something needs to be done about how quickly flamers can level the only really effective passive defense for GDI in the game. GDI's only real chance at knocking an Ob off is to get a hotwire into it, which is no easy feat. NOD has an easy, no fuss way to do it every map. That's just not fair, and it doesn't gel with WW's policy of trying their best not to unbalance sides. I mean, it's either do something like the walls or make the flamers less powerful against buildings - which would you rather have? Worst idea ever....that would just ruin the game. if they did that they would have to do the same thing to the obelisk. its easy to get right under the obelisk with a mammoth and blow it into oblivion during a big rush. The defenses are fine as they are, although ai DEFINATLY agree a new patch needs to come up to pump up the AGT's power. it just sucks. even when its rockets hit the AGT cant even kill a Nod buggy. its a terrible defense compared to Nod's Obelisk that does 300 damage every 5 seconds.just my opinion.
