
Subject: Re: Obelisk glitching / not hitting
Posted by [Wiener](#) on Sat, 02 May 2009 06:42:23 GMT
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2GLOCK9S wrote on Fri, 01 May 2009 16:27: i think they purposefully gave gdi a base defensive advantage imo..

Of course they did, but not in the way that obi is supposed to hit but not doing damage IMO. The difference is how the base defence works. obelisk is a big 1-hit-weapon but due its loading easier to outwit. I think GDI doesn't lose any advantage other than a glitch to abuse when this could be fixed
