
Subject: Re: Request of my TT colleagues
Posted by [Goztow](#) on Thu, 19 Nov 2009 07:28:59 GMT
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I hardly ever see GDI win that map, be it on base destruction or points.

Maybe you're referring to bigger games, like 20v20 games where I'm referring to smaller games (3v3 up to 9v9). In the games I play, the simple fact of having a single or two light tanks / arts on the side and 2-3 arts with techs in the tib field makes it impossible for GDI to rush in. The medium tanks need to try to push through thanks to their armour but are hampered by:

- * lack of credits
- * their armour being shot down before they come out of the warf
- * the fact it's almost impossible to splash the techs

It's true the bridge could also be taken by Nod but they'd need 2 players for that and the art on there would be much more vulnerable because its tech can be killed quite easy (no range advantage when you're on the bridge).

No, there's really something to say for the deadzone fix for helping to balance this map for competitive games.
