
Subject: Why Base Setups are unfair

Posted by [Anonymous](#) on Mon, 11 Mar 2002 08:52:00 GMT

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GDI Barracks with beacon pedistol -One entry, very very small easily mined to all hell.Hand Of NOD with beacon pedistol -Two entry ways, back and front, and a second level to go running around looking for any GDIs who sneak in.And destroying either one of these is a huge hit to the other team. Its much easier to find a Nuke with the small GDI barracks than the Hand of Nod, and seconds count.This is really my only complaint for balance issues. Everything else seems to be up to speed. Let me know what ya think.

Subject: Why Base Setups are unfair

Posted by [Anonymous](#) on Mon, 11 Mar 2002 09:12:00 GMT

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i thought about that to but NOD got stealth units and the airstrip got 1 entrence and the warfactory 2 so that makes it even

Subject: Why Base Setups are unfair

Posted by [Anonymous](#) on Mon, 11 Mar 2002 09:57:00 GMT

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Sorry but Nod Airstrip is a larger than gdi airstrip and also the barrak is often place near the tunnel exit (depend by the maps)while the hand of nod is so far. (Only in the water map there's an exit near the hand of nod .It's true that in the gdi barr the mcp and beacon place is more difficult to approaching than in the hand of nod.*****God is a Dj*****Love!!!!If You never loved!!! You never lived!!!WOL Nick: aleemy

Subject: Why Base Setups are unfair

Posted by [Anonymous](#) on Mon, 11 Mar 2002 10:14:00 GMT

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quote:Originally posted by layersection:GDI Barracks with beacon pedistol -One entry, very very small easily mined to all hell.Hand Of NOD with beacon pedistol -Two entry ways, back and front, and a second level to go running around looking for any GDIs who sneak in.And destroying either one of these is a huge hit to the other team. Its much easier to find a Nuke with the small GDI barracks than the Hand of Nod, and seconds count.This is really my only complaint for balance issues. Everything else seems to be up to speed. Let me know what ya think.Yep, you are right there

Subject: Why Base Setups are unfair

Posted by [Anonymous](#) on Mon, 11 Mar 2002 10:19:00 GMT

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Perhaps but most people usually place the beacon outside the building since its easier to defend. For example, on one map after the beacon was placed I parked my tank over it.

Subject: Why Base Setups are unfair
Posted by [Anonymous](#) on Mon, 11 Mar 2002 10:27:00 GMT
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Which tank? Mammoth? They sure are BIG

Subject: Why Base Setups are unfair
Posted by [Anonymous](#) on Mon, 11 Mar 2002 10:27:00 GMT
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i dont think you are right ... i think the nod side is better then gdi, sure good team work can overcome this. i played over 100 games and i won a lot more games with nod, they stealth is very good if u use it right. a 4-5 flame tank rush is so deadly and very hard to counter if u dont have a realy good team. GDI needs 1 exit for the barx else it is to hard the defend against stealth blackhands

Subject: Why Base Setups are unfair
Posted by [Anonymous](#) on Mon, 11 Mar 2002 10:32:00 GMT
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quote:Originally posted by Krexxor:i dont think you are right ... i think the nod side is better then gdi, sure good team work can overcome this. i played over 100 games and i won a lot more games with nod, they stealth is very good if u use it right. a 4-5 flame tank rush is so deadly and very hard to counter if u dont have a realy good team. GDI needs 1 exit for the barx else it is to hard the defend against stealth blackhandsNow the thing we were talking about was the barrack and hand of nod and how big they are. I can agree that GDI maybe need an xtra entrance, but we were talking about beacon-deployment, not flametank rush, and yes it's effective

Subject: Why Base Setups are unfair
Posted by [Anonymous](#) on Mon, 11 Mar 2002 10:35:00 GMT
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I don't think the teams are unfair it is just changing from map to map!

Subject: Why Base Setups are unfair

Posted by [Anonymous](#) on Mon, 11 Mar 2002 10:37:00 GMT

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Your missing something here though. The beacon pedestal in the barracks is harder to defend because you are in a closed in spot. But then again the Hand of Nod there are about 10 different places to watch out if you count windows. Because of snipers. So I think t's pretty balanced. And aren't you people forgetting, TEAMWORK? If you have 3 or 4 people with you watching for snipers and helping you defend the beacon you WILL win.

Subject: Why Base Setups are unfair

Posted by [Anonymous](#) on Mon, 11 Mar 2002 10:38:00 GMT

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thats true ... some maps GDI is a lil better and some maps nod is way better like in hourgrass(the map with the big hill) nod is much better there ... i never lost a game there when i was on nod

Subject: Why Base Setups are unfair

Posted by [Anonymous](#) on Mon, 11 Mar 2002 10:55:00 GMT

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quote:Originally posted by Absynthe:For example, on one map after the beacon was placed I parked my tank over it. bet that was a kick in the pants when it went off
