
Subject: Point system tweaks (help me out on this)

Posted by [Anonymous](#) on Wed, 10 Apr 2002 22:48:00 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? They are balanced, if you let the flame destroy the agt then it's your own fault and your team's fault for not being organized. Since you know the flames are coming anyways set up defences, ANY flame rush can be beaten if the just WORK together
