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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.

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