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Subject: Unbalance on Snow

Posted by [Spoony\\_old](#) on Sat, 04 Dec 2004 13:14:37 GMT

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OK, so arties cost 700 on Snow, whereas the GDI APC retains its usual price of 500. This causes a MASSIVE inbalance. Let me explain.

On non-defense maps, the absolutely best tactic GDI can use at the start of the game is the "airstrip block". This involves one player getting an APC between the Airstrip building and the Airstrip pad. If GDI can get there before Nod can afford an artillery, Nod's fucked. They can't buy tanks, all they can do is save for ravesaws, and by that time GDI will have med tanks in the Nod base. Game over.

On the official Westwood maps where the airstrip block is feasible (Complex, Volcano, Canyon and Walls Flying - not really Islands since it takes too long for an APC to get there), Nod has roughly a 50-50 chance of actually being able to afford an artillery before the GDI APC gets there. In fact it is a wise tactic for at least one Nod player to have the express goal of getting 450 credits as early as possible, and getting himself killed as SOON as he can afford that arty. Believe me, nine out of ten Complex games are actually won or lost due to this factor.

On Snow, Nod's chance of defending themselves against the airstrip block are, quite literally, zero. The only choice is to buy a Nod APC, which are basically good for little anyway.

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