
Subject: Core Patch 2 Map Poll #1

Posted by [Naamloos](#) on Thu, 07 Apr 2005 16:08:03 GMT

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Aircraftkiller Recon Bikes do not win the game for Nod in the beginning. GDI can afford Rocket Soldiers with homing missiles before Nod can afford Recon Bikes... Which doesn't matter too much because Rifle Soldiers or Officers can destroy them easily too. The sniper units do a great job of destroying them, too. A Recon Bike is \$500, a Deadeye is \$500, it only takes a few shots to destroy one.

It's sounds easy like that but never have a (few) snipers been able to destroy an early recon rush. Nod destroys the barracks and power plant 85% of every game played on that map within the first few minutes.

Decreasing both ROF and weapon range will fix this (it was the range of a MRLS ffs...).
