
Subject: Re: Little "trial" on n00bstories servers - might be of general interest
Posted by [Jellybe4n](#) on Wed, 08 Feb 2006 12:44:12 GMT

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We tried setting the armour to medium on our server (Jelly), If you set the armour to medium I found that if you got Arts set in position and they were teched, GDI was pretty stuffed, unless it was a flying map, in which case Orcas and Apaches were just to over the top. In the end we settled for increasing the armour and health on Art's, MRLS, Apaches, Orcas, and Transport Heli's. On Jelly it's fairly common to see a Transport loaded up making it into the opposition base, even if the opposition is sniping the shit out of it. We have been running this for around 7 or 8 months now, it's been a complete success.
