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Subject: Re: My Two Cents on Non00bs  
Posted by [JohnDoe](#) on Thu, 06 Jul 2006 19:44:38 GMT  
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Crimson wrote on Thu, 06 July 2006 12:39JohnDoe wrote on Thu, 06 July 2006 01:45Crimson wrote on Wed, 05 July 2006 13:47But both teams CAN'T do it. Nod's beacons do far less damage than GDI's.

You don't beacon to destroy the ref, you beacon to get points off it...if one side does a little more damage, then it's really not a big deal if you look at the bigger picture. I mean...after all Nod has it easier to take the tunnel because Sakura > Havoc.

Far less damage = less points = unfair/unbalanced.

Either way, I do not favor tactics that are both difficult/impossible to defend against and lacking in skill. How the heck can one team take control of the tunnels in such a short amount of time to disarm?

= less points for repairing...it all evens out.

It's not like you're going to lose the ref because of it...being able to beacon there is an advantage you get from taking control of the tunnels just like pointwhoring buildings is an advantage you get from taking control of the field...makes sense to me.

Quote:  
Could you please explain?

Hmm...could have something to do with Havoc being like twice Sakura's size.

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