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Subject: Re: Gateshead Re-release

Posted by [Cpo64](#) on Fri, 09 Feb 2007 07:10:21 GMT

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How could a ravshaw shread gdi spawns? to be close enough, he would be pounded by the gunboats. And the tents have a small entrance o.O

Gunboats are only there to give Nod something to shoot at if GDI team sucks, Nod shouldn't really leaving their base. Repair them? It takes a hell of a long time to kill them, only way I found to do it is with an arty from long range. And generally if your sitting there shooting at something, GDI would come and find you, and remove you as a threat. If GDI's defence was too easy, they would always win, as, they don't have a base to destroy (unless beacons are enabled).

I considered walls, but they seemed counter intuitive. It is supposed to give you the impression GDI just arrived. And it takes a while to build concrete walls.

Rocks probably would have been a good idea But then this is taking place on top of an ice shelf, the fact there are tree's is pushing it.

GDI probably could have had a couple of hummers at the start, but my experience with vehicle spawns is they are generally annoying. Most servers start with at least 150 credits, So within the first two min you will have enough to buy a vehicle, and there are the near by nod defences to take out on foot if your board anyways.

Nod, start vehicles? again, they are supposed to be defending.

I appreciate your input, however, I disagree. And this was more an attempt to fix my original release. As it had several building issues, and other bugs.

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