
Subject: Re: Fixing... Points?

Posted by [liquidv2](#) on Sun, 31 Aug 2008 07:32:38 GMT

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in my experiences sbh seem overpowered but also overused
teams with way too many of them that don't actually do something productive get crushed
because it's the equivalent of having afk players, especially in a weapons drop server because at
least half of them are just running around trying to get a sniper rifle and don't even notice they've
wasted 15 minutes in doing so

i think a sbh limit would be really cool, like a vehicle limit
it would make people learn to work together while making things a bit easier for gdi

i honestly can't understand why anyone would say invisible infantry is underpowered, it just seems
wrong

the biggest example of sbh being too powerful would be in a marathon server because they have
chance after chance to sneak in while gdi is forced to babysit to stop it (unless the sbh are all
incredibly bad and accomplish nothing long enough for gdi to roll their base)

some people will say NO THE GAME IS PERFECTLY BALANCED GDI IS POWERFUL NOD IS
STEALTHY but i won't be able to honestly agree all the time

btw sorry Ghostshaw
