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Subject: Re: Request of my TT colleagues

Posted by [Jerad2142](#) on Wed, 18 Nov 2009 16:20:15 GMT

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Spoony wrote on Tue, 17 November 2009 20:35 you don't think a med doing full damage and splashing techs, and being well protected against return fire from arties, is gonna be helpful to gdi?

Arty has more splash then the meds, park it up there and it will be equally (if not more) annoying to GDI as any med would be to Nod.

Maybe instead of playing for points you should play for who can destroy the enemy base; after all, anyone one who plays GDI can stand somewhere and lob grenades into the airstip, but destroying the airstrip actually takes a bit of skill, as it requires either the enemy team to be completely retarded, or your team to have some team work. And yes I do have a point with this: when it comes to destroying the enemy base, I have only seen GDI win that map.

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