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Subject: Re: Map rating

Posted by [NACHO-ARG](#) on Wed, 19 Oct 2011 01:43:27 GMT

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iRANian wrote on Tue, 18 October 2011 11:32 On canyon on jelly marathon you need to get two meds for every arty (if every arty has 0.5 techs on it). on islands i'd say its 1.5 med per arty, but nod can just sit back in their base with arties to defend.

having guys use meds instead of mrls does help a bit, but having meds do a little bit more damage and be a bit quicker (like on ACK's 'TS" maps) or having techs/hotties repair vehs at 70-75% the rate they do now would help gdi a lot more.

i wonder if it could be posible to insert the mrls rotating turret in clients or server side may be whit TT, that would help a lot, plus their missiles should be a litle bit faster, litle details like this could make GDI actually have a chance against artys and techis.

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