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Subject: New in the BlackCell servers

Posted by [Aircraftkiller](#) on Sat, 10 Jan 2004 20:23:19 GMT

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Yeah, a lot of things would make sense if they were based off realism, but this isn't realistic. It's Command & Conquer.

RTS rules still apply. That is why, unless weapon spawns are on, each soldier has a set amount of weapons for their class type.

You can't honestly tell me that a SBH with a Ramjet Rifle and every other weapon under the sun would be balanced. It'd be neat for DM, but not for C&C. This shit just turns it into more of a deathmatch than it already is with the unbalanced sniping units and the shitload of credits and points they get off of heavy vehicles for doing almost no damage to them...

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