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Subject: New in the BlackCell servers

Posted by [Twizdid](#) on Sun, 11 Jan 2004 00:31:32 GMT

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AircraftkillerYeah, 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...

But for that to happen they would have to kill each and everyone of these units, make it to the weapon before someone else gets it and pray they get lucky, theres a percent chance it will spawn armour or the weapon, like a ramjet will only spawn 25% of the time, a sniper rifle 50%, remote c4 off an engineer, 50%, an engineer strength repair gun off a hotty/tech 50%.

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