
Subject: Unbalance on Snow

Posted by [Spoony_old](#) on Sat, 04 Dec 2004 13:14:37 GMT

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OK, so arties cost 700 on Snow, whereas the GDI APC retains its usual price of 500. This causes a MASSIVE inbalance. Let me explain.

On non-defense maps, the absolutely best tactic GDI can use at the start of the game is the "airstrip block". This involves one player getting an APC between the Airstrip building and the Airstrip pad. If GDI can get there before Nod can afford an artillery, Nod's fucked. They can't buy tanks, all they can do is save for ravesaws, and by that time GDI will have med tanks in the Nod base. Game over.

On the official Westwood maps where the airstrip block is feasible (Complex, Volcano, Canyon and Walls Flying - not really Islands since it takes too long for an APC to get there), Nod has roughly a 50-50 chance of actually being able to afford an artillery before the GDI APC gets there. In fact it is a wise tactic for at least one Nod player to have the express goal of getting 450 credits as early as possible, and getting himself killed as SOON as he can afford that arty. Believe me, nine out of ten Complex games are actually won or lost due to this factor.

On Snow, Nod's chance of defending themselves against the airstrip block are, quite literally, zero. The only choice is to buy a Nod APC, which are basically good for little anyway.

Subject: Unbalance on Snow

Posted by [\[RoC\]Twix](#) on Sat, 04 Dec 2004 13:58:57 GMT

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Agreed, you can't be messing with the credits/power of tanks. Even if you try and even it out, its still unbalanced.

Subject: Unbalance on Snow

Posted by [Alkaline](#) on Sat, 04 Dec 2004 17:01:19 GMT

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Umm you say GDI apc cost 500, and not Arty cost 700 :rolleyes:
Both NOD and GDI apc cost 500, and both MRLS and ARTY cost 700, how is price an issue?

Also I have seen both sides win, its not an unbalanced map.

Subject: Unbalance on Snow

Posted by [trunkskgb](#) on Sat, 04 Dec 2004 17:39:37 GMT

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'sides, if you know this is happening and are in the strip....that APC can sit there all he wants.

What matters is people inside to defend the building.

On a side note, that APC is just handing NOD points at that early stage in the game

Pricing is not the issue.

Er...*cough* btw...

B2B is possible on Snow. I have yet to try it with CP1 released but if you make a right as you exit the Barracks and go towards the wall, you can shoot the Hand. Go figure huh? :rolleyes:

~Note: I do not b2b, hate that tactic, however I'm just saying this because it is possible.

Subject: Unbalance on Snow

Posted by [Spoony_old](#) on Sat, 04 Dec 2004 18:03:19 GMT

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AlkalineUmm you say GDI apc cost 500, and not Arty cost 700 :rolleyes:
That's "rollseyes" because...?

AlkalineAlso I have seen both sides win

What does that prove? I'll tell you: GDI didn't airstrip block Nod. Or at least, didn't do it right. As it stands, GDI can guarantee a victory every single game on Snow.

trunkskbg'sides, if you know this is happening and are in the strip....that APC can sit there all he wants. What matters is people inside to defend the building
Read my initial post again, but this time slowly, and carefully. Pay particular attention to this part. "They can't buy tanks, all they can do is save for raveshaws, and by that time GDI will have med tanks in the Nod base. Game over."

trunkskbgOn a side note, that APC is just handing NOD points at that early stage in the game
The issue is not points. The issue is that GDI has effectively prevented Nod from using any vehicles, whereas GDI has free rein to walk all over Nod base with med tanks.

trunkskbgPricing is not the issue.

It is, actually. If the Nod Artillery on Snow had its usual price, then GDI's airstrip block option would be: if not impossible, then rather unlikely. As it is, it is absolutely certain to succeed.

Subject: Unbalance on Snow

Posted by [trunkskbg](#) on Sun, 05 Dec 2004 16:35:11 GMT

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I understand what your saying spoony, and yes it has been done. However because the APC's cost both on the same team they both have the oppurtunity to buy them at the same time. So, it

just really depends on how good your team that level plays together.

Sometimes, people just don't buy tanks :rolleyes: lol

Anyway, here's a pic of B2B...

****link removed****

Showing how to cheat is not permitted.

Subject: Unbalance on Snow
Posted by [Aircraftkiller](#) on Sun, 05 Dec 2004 22:47:45 GMT
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You do realize that all it takes is a laser equipped unit to take down an APC rather quickly? What's better is that they cost 50 or 100 credits less than the APC does, and can hide inside the Hand of Nod or the Airstrip control tower and easily fight the APC attempting to do anything. By the time people have enough for 700 credits, you could have that APC destroyed and focus on building Light Tanks and Artillery.

Subject: Unbalance on Snow
Posted by [Homey](#) on Sun, 05 Dec 2004 22:54:21 GMT
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Thats assuming the apc has shitty aim, or multiple chaingunners

Subject: Unbalance on Snow
Posted by [Spoony_old](#) on Mon, 06 Dec 2004 01:01:19 GMT
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Even if they buy laserchaingunners AND kill the APC, that's 450 credits less for most of Nod, whereas only one GDI player will have spent 500 credits. Result: everyone else on GDI will have meds whereas only a couple of Nod players will have tanks.

Subject: Unbalance on Snow
Posted by [Aircraftkiller](#) on Mon, 06 Dec 2004 03:06:16 GMT
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And the LCG\BH soldiers will still effectively destroy the tanks, earning credits and points in the process.

What's the problem here?

Subject: Unbalance on Snow

Posted by [stahlei](#) on Mon, 06 Dec 2004 06:20:47 GMT

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AircraftkillerAnd the LCG\BH soldiers will still effectively destroy the tanks, earning credits and points in the process.

What's the problem here?

LCG\BH are dead befor the apc is down.

If nod has 2 apc no Strip blocking is possible.

Subject: Unbalance on Snow

Posted by [icedog90](#) on Mon, 06 Dec 2004 06:29:00 GMT

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Spoony, why did you change your name on these forums?

Subject: Unbalance on Snow

Posted by [Aircraftkiller](#) on Mon, 06 Dec 2004 09:44:01 GMT

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If you suck you'll be dead, the APC should never win when you have a Hand of Nod and are able to purchase infantry that can fire laser beams.

Subject: Unbalance on Snow

Posted by [\[RoC\]Twix](#) on Mon, 06 Dec 2004 14:10:21 GMT

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Ack, you are a Renegade n00b.

Subject: Unbalance on Snow

Posted by [warranto](#) on Mon, 06 Dec 2004 14:55:31 GMT

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lol.

Subject: Unbalance on Snow

Posted by [Jecht](#) on Mon, 06 Dec 2004 15:43:01 GMT

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Heres the way to stop Air Strip blocking, get a laser chaingunner, and pelt him while you are in the hand, if you do not kill him or at least make the APC run for his life, then you are a n00b. This map does not have any balancing issues that are not already present in renegade.

Subject: Unbalance on Snow

Posted by [WNxCABAL](#) on Mon, 06 Dec 2004 16:22:03 GMT

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[RoCTwix]Ack, you are a Renegade n00b.

I'll second that

Subject: Unbalance on Snow

Posted by [Spoony_old](#) on Mon, 06 Dec 2004 18:02:05 GMT

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AircraftkillerAnd the LCG\BH soldiers will still effectively destroy the tanks, earning credits and points in the process.

What's the problem here?

The problem is you've never played against a team who are actually co-ordinated

To answer Icedog's question, it wasn't by choice

Subject: Unbalance on Snow

Posted by [Aircraftkiller](#) on Tue, 07 Dec 2004 00:58:26 GMT

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And you'd know, seeing as how you've been playing since 3 December of 2001. Since the days of World Leaders, (-WL-) the clan I was in, devastating the clan rankings.

I know how to play against organized teams. I've played with them plenty of times.

What I think you're missing here is the fact that the APC can do nothing if people are destroying it. Granted it may kill a few people, but the time it takes to get 200 credits (500 for APC, short trip to Airstrip through cave, 700 for Artillery, add it up... 2-4 credits a second) you'd already have a LCGBH or some sort of anti-armor unit. You can't expect to use the same strategy on every level and assume it will always work. Things change, people change, levels change, get used to it and adapt to win. I had no trouble with playing on Nod with the Snow level a few days ago, and when it was first released.

Subject: Unbalance on Snow

Posted by [Spoony_old](#) on Tue, 07 Dec 2004 01:36:33 GMT

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WL wouldn't keep their base alive for ten minutes against today's BR, FE or LIGHT

Subject: Unbalance on Snow

Posted by [Aircraftkiller](#) on Tue, 07 Dec 2004 02:08:14 GMT

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That is irrelevant to my point.

Subject: Unbalance on Snow

Posted by [Jecht](#) on Tue, 07 Dec 2004 04:59:35 GMT

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who is this BR clan, ive heard of them being a well ranked WOL clan, do they have a website? i'd like to get a crack at em. I was in the #3 ranked H3LLFIR3 WOL clan back in the day, but now i have a clan thats much more 1337 than that H3LLFIR3 clan ever was.

Subject: Unbalance on Snow

Posted by [Spoony_old](#) on Tue, 07 Dec 2004 23:59:59 GMT

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BR started off as noobelite, uKBadb0y, griz and blkst0rm. current line up is basically uded6, blkst0rm, mafia, coolcat, cory.

Best way to contact them would be the

<http://136.142.210.78/cw/ubb/cgi/ultimatebb.cgi?ubb=forum;f=33> <<the old CW renegade forum

Perhaps you would do my clan (LIGHT) the honour of playing such an elite clan as yourselves as well?

Subject: Unbalance on Snow

Posted by [\[RoC\]Twix](#) on Wed, 08 Dec 2004 01:52:57 GMT

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=[DT=gbull=[L]=]who is this BR clan, ive heard of them being a well ranked WOL clan, do they have a website? i'd like to get a crack at em. I was in the #3 ranked H3LLFIR3 WOL clan back in the day, but now i have a clan thats much more 1337 than that H3LLFIR3 clan ever was.

DT sucks.

Subject: Unbalance on Snow

Posted by [Jecht](#) on Wed, 08 Dec 2004 03:16:17 GMT

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ur a n00b Twix, there is no DT clan. And Seniorsnp, SirSnipa, Slickbud, Jkuby, or just about any other ppl could prolly pwn you, and if you want a war go to the website on my siggy and post in our forums. We also would be happy to pwn ur ass in a sniper war. familiar with the GEE clan, we merged with them. I dont like nobodys saying my old clan sux.

Subject: Unbalance on Snow

Posted by [\[RoC\]Twix](#) on Wed, 08 Dec 2004 22:05:02 GMT

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LoD has played GEE and GDE twice.

<http://dynclan.net/dynclan/warplaner/extwars.php?action=details&NMR=124801&clan=39391>

<http://dynclan.net/dynclan/warplaner/extwars.php?action=details&NMR=125419&clan=39391>

gg. See what i mean? you kind of suck.

Subject: Unbalance on Snow

Posted by [BiGPooloG](#). on Wed, 08 Dec 2004 22:41:02 GMT

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=[DT=gbull=[L]=]who is this BR clan, ive heard of them being a well ranked WOL clan, do they have a website? i'd like to get a crack at em. I was in the #3 ranked H3LLFIR3 WOL clan back in the day, but now i have a clan thats much more 1337 than that H3LLFIR3 clan ever was.

Well you tell me when you're ready to "crack".

BR started off as noobelite, uKBadb0y, griz and blkst0rm. current line up is basically uded6, blkst0rm, mafia, coolcat, cory.

Wrong

Subject: Unbalance on Snow

Posted by [Spoony_old](#) on Wed, 08 Dec 2004 22:42:59 GMT

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sue me

Subject: Unbalance on Snow

Posted by [Jecht](#) on Thu, 09 Dec 2004 00:02:05 GMT

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wut members did you play, bet it wasnt our most 1337. Also, i didnt know you were in LoD, thats different, ive actually heard of them. and i know Zep and cratons . if you ever want a funwar or a clan match post in our forums again, we'll give you a better fight.

dont get too cocky, those members Havic, DrSnipeu, and Heynif are more of snipers than AOW. Remember DT and GEE merged and DT started out as a Sniper clan, so our clan actually went from 1337 sniping to try and convert to 1337 AOW. and two of those members were from former DT and were Sniper division there.

Subject: Unbalance on Snow

Posted by [Chronojam](#) on Thu, 09 Dec 2004 02:54:35 GMT

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Topic

Unbalance on Snow

Subject: Unbalance on Snow

Posted by [Aircraftkiller](#) on Thu, 09 Dec 2004 03:22:44 GMT

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[RoCTwix]Ack, you are a Renegade n00b.

1. My name isn't Ack.
 2. Of course I am. n00bs regularly get this many kills with a K/D ratio of 12.0.
-

Subject: Unbalance on Snow

Posted by [Spoony_old](#) on Thu, 09 Dec 2004 20:06:07 GMT

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You got a 12 k/d in a public server full of noobs using a noobjt.

I shall call UPS immediately to arrange for a cookie to be sent to you, express delivery of course.

Subject: Unbalance on Snow

Posted by [DaveGMM](#) on Thu, 09 Dec 2004 20:25:50 GMT

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Spoony raises a good point.

I thought "Ramjets are for assrammers".

Why use one when all you do is say what a shitty weapon it is?

Subject: Unbalance on Snow

Posted by [Aircraftkiller](#) on Thu, 09 Dec 2004 20:55:49 GMT

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Because people say I can't use them and therefore I must suck when saying they're unbalanced. That was the pits server before msgtpain had a hernia and decided to ban me based on "known cheater," and public servers are not always filled with n00bs... Stop making excuses to try and pretend you're a great player. I don't see your proof, and if you expect me to join a "1v1" game to prove it, think again.

Subject: Unbalance on Snow

Posted by [DaveGMM](#) on Thu, 09 Dec 2004 21:02:39 GMT

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Now when did I say I was a great player, and for that matter, why would I ask you for a 1v1?

I know you're a skilled player, I've been on the other side of the Hawkeye rifle more times than I care to count (Correct me if I'm wrong with the rifle name).

Alls I'm saying is that it seems hypocritical to bash something then do it.

Subject: Unbalance on Snow

Posted by [Spoony_old](#) on Thu, 09 Dec 2004 21:15:33 GMT

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I think he's directing that remark to me, DaveGMM. I don't recall asking Aircraftkiller for a 1v1, though. In fact, it's really not that often I ask people for a 1v1 to prove who's better. I play them because they're fun. I consider myself good at it but I don't feel the need to use that fact to prove a point.
