
Subject: Unfair little thing in city!

Posted by [Anonymous](#) on Sun, 31 Mar 2002 11:58:00 GMT

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Its just that i can alone without any help or disthraction get from the nearest building and into the obelisk without getting shot! but thats okay but you can't with atg and thatswhy its unfair. the obelisks aim system just point on a smaaaaaall dot, so at the middle of the run its some tank traps or some rubble, call it what you want but now to the point. You can run and hide behind the rubble without getting shot and then wait for it to stop charging and then, you can run from the rubble to the obelisk without it getting fully charged, and this is unfair since atg shoots directly when you appear but obelisk not. and therefore they should remove that rubble and make it fair. easy fix huh?

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Posted by [Anonymous](#) on Sun, 31 Mar 2002 20:23:00 GMT

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See, what I think is, both defenses have different attributes. The oblisk is more powerful then the AGT but lacks attck range. (because it's so high up) The AGT has more range because of the guns but is less powerful. I know the AGT would kill a person fast but it takes a while for the AGT to kill a tank. The oblisk kills most tanks in one shot.

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Posted by [Anonymous](#) on Mon, 01 Apr 2002 00:01:00 GMT

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its fair lol, take a buggy and drive straight to the pp or rif (gdi) you can make it easy, now get a humvee and try to get to the pp and rif (nod) you wont make it , and there are more tricks but i dont explain them youve to find it out by yourself

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Posted by [Anonymous](#) on Mon, 01 Apr 2002 00:03:00 GMT

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i know but its just that you need no buggy, you need nothing exept yourself! and if you wanna terrorize gdi just drive pass the atg with apc, survives to drive through the whole gdi base.

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Posted by [Anonymous](#) on Mon, 01 Apr 2002 00:30:00 GMT

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the "rubble" are there for a reason. 1. They slow down vehicles near there2. They provide cover

Subject: Unfair little thing in city!
Posted by [Anonymous](#) on Mon, 01 Apr 2002 00:41:00 GMT
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quote:Originally posted by Mikeon:the "rubble" are there for a reason. 1. They slow down vehicles near there2. They provide cover! Know they provide cover and thats the problem, because then you can get into obelisk by yourself but not in atg!!!

Subject: Unfair little thing in city!
Posted by [Anonymous](#) on Mon, 01 Apr 2002 00:44:00 GMT
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all the more reason to provide base defense! agts and obelisks only aid in defense, they are not intended to be the only defense. maps like city are easy to attack. there are sneaky ways in and you can attack the pp and tr from long range. defenders should plant mines in vulnerable areas. and when those mines are taken out, go back and replace em. remember, there are several maps with no agt/ob at all, so on those maps you're forced to defend the base. players that think they can just hop in a vehicle and attack the enemy's base when they have an agt or ob are sadly mistaken...

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Posted by [Anonymous](#) on Mon, 01 Apr 2002 11:18:00 GMT
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Actually the ob takes 2 hits to kill most vehicles. And a way the map is maybe more weighted to GDI is that the side entrances, at the bottom by left of building. A med or mlrs can use to get to NOD, but only a light will fit for attacking GDI. As far as the men getting to buildings, it can be done in under mesa city and field...so NOD has a disadvantage to hottie attacks. However, its not hard to place a few mines where they will kill anyone trying to attack like this. oleum[HoA] DEFENCE

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Posted by [Anonymous](#) on Mon, 01 Apr 2002 13:07:00 GMT
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I think the real disadvantage for Nod on this level is the vehicle size thing someone mentioned. Every vehicle but the Mammy will fit through the side alleyways into the Nod base, where as few Nod vehicles can. This gives GDI a broader gamut of tactics than are available to Nod. However, this map seems to swing more evenly with GDI vs. Nod wins than most I've encountered...so, it doesn't seem to unbalance things too much.

Subject: Unfair little thing in city!
Posted by [Anonymous](#) on Mon, 01 Apr 2002 16:17:00 GMT

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twice now i have seen it happen where a person has been able to sneak by obelisk if you can you must be very skilled to think that it is easy hum...i was blown away when i realized that a hotwire got past and blew something up one guy i kept asking how he did it but he wouldn't say but in terms of balance i think they are! but then again how many times in the original cnc games---nod vs gdi how many infantry units did you get past the obelisk? none.....!!!!!???

Subject: Unfair little thing in city!

Posted by [Anonymous](#) on Mon, 01 Apr 2002 22:04:00 GMT

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Humvee and Buggy runs hehe are fun use an Gunner buy Hummer or Buggy charge base defense and hop out and place beacon then jump in vehicle then Defend beacon don't be like some people abandoning the vehicle.U can charge the obelisk sometimes it take 2-3 zaps too kill u
