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Subject: Fix the damn gun

Posted by [liberator](#) on Thu, 09 Dec 2004 01:13:23 GMT

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Basically, your only real argument for the n00bjct to remain in its current form is that it would unbalance the game. That's our argument too, its present form ruins game balance. A single player with only moderate skill can effectively cover 3-4 artillery units that are pounding the enemy base. So not only does the enemy have to deploy sufficient units to deal with the artillery(2 tanks minimum) they have to also deploy enough units to deal with the n00bjct(2 additional tanks + repair and infantry coverage to guarantee elimination) so to defeat 5 enemy units the opposing team has to deploy at least 7, more likely 10 or more. In what way is that fair? The opposing team should at most have to deploy an equivalent number of units, probably less because in order to balance their awe inspiring offensive abilities, artillery has very limited defensive abilities.

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