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Subject: Re: Little "trial" on n00bstories servers - might be of general interest  
Posted by [Mad Ivan](#) on Wed, 08 Feb 2006 13:54:28 GMT

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dancer wrote on Wed, 08 February 2006 07:44We tried setting the armour to medium on our server (Jelly), If you set the armour to medium I found that if you got Arts set in position and they were teched, GDI was pretty stuffed, unless it was a flying map, in which case Orcas and Apaches were to just to over the top. In the end we settled for increasing the armour and health on Art's, MRLS, Apaches, Orcas, and Transport Heli's. On Jelly it's fairly common to see a Transport loaded up making it into the opposition base, even if the opposition is sniping the shit out of it. We have been running this for around 7 or 8 months now, it's been a complete success.

This actually sounds better, then moving these vehs to medium armor.  
With such a change, It would be great to see the Transport Heli return on the n00bstories server.

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