
Subject: Re: Need a coder for a balance patch
Posted by [Spoony](#) on Wed, 02 Jan 2008 17:50:35 GMT
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Renx wrote on Wed, 02 January 2008 11:42What hard counter? All you proposed was a buff to a GDI unit, I'm not seeing the counter to Havoc.
how can you not see the counter to ramjets?

Renx wrote on Wed, 02 January 2008 11:42You know that's far from true. Go into any community match and watch Nod pull nothing but Artillery. 95% of the time they win.
lol... if CW was GDI we'd have no problem AT ALL countering nod on most maps if all they got was artillery. trust me... there have been comm matches where on Field they got 7 arties. result: they didn't get to fire a single shot on our WF for the entire 30 minutes.

Renx wrote on Wed, 02 January 2008 11:42I'm glad it took people 5 years to start abusing Artillery
throwing the word "abusing" in there doesn't make a thing that is not bad bad.

Renx wrote on Wed, 02 January 2008 11:42Never before this year have I seen so many people leave a server when they see "Next Map: C&C_Canyon"
The reason Canyon is horribly unfair in many servers is not the arty being overpowered - it's not. It's starting credits and donate. With 0 starting credits and no donate, Canyon is absolutely fair. Starting credits and donate remove GDI's best counter to arties. That's why it's unfair. Nod's best weapon on that map is still there - GDI's best counter to that weapon has gone.
