Subject: Re: An Idea for a mod.
Posted by zeratul on Mon, 19 Apr 2010 23:48:34 GMT

HaTe wrote on Mon, 19 April 2010 17:39
It still fires, so useless is completely wrong. It just has to wind up fully, like it was supposed to be.
Rather than remain at 90% loaded, then fire instantly upon seeing another GDI player..
this has saved Nod base a few times... such as a Hotwire is going for a building and a different
vehicle is distracting... the veh decides to back out last second of charge the Hotwire then waits a
few seconds(this is only on a map where the blockage: rock wall etc. is close enough to a building
for the ob not to be able to charge in time) and the ob instead of charging hits the Hotwire (this
happened in a 3v3 game i was in not to long ago... dont remember map) the player then in total
rage said "WTF" and quit in rage... GDI then complained about the game being uneven but Nod
lost anyway