## TWKgaming.com - TWKgaming.com

Generated: 9 September, 2025, 15:23

۱۸	la	rd	c	٨	2	m	2	$\alpha$	2
V١	ıa	TU	S	u	ы	Ш	ы	( 16	÷

Posted by FadeToBlack - 23 Dec 2009 12:43

Wards are imo by far the cheapest way to kill someone and are especially annoying on small maps.

Would it be possible to change the code a bit so wards don't do damage and just slow? Removing the slowing part or lowering the damage part could also work or put a cooldown on it so you can't drop 3 at once.

## Re: Wards damage Posted by vapour - 23 Dec 2009 19:11

I don't see a reason to change wards. They are very easily seen and can be avoided. If you are in a position where you don't have a route to take without being warded, then that is against the rules and should not be occurring.

## Re: Wards damage Posted by Lee.H - 23 Dec 2009 20:26

Im with Vapour on this one, as annoying as they are, there isn't much need to change them.