

Wards damage

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.
