Subject: Re: Little "trial" on n00bstories servers - might be of general interest
Posted by NukeIt15 on Fri, 10 Feb 2006 16:33:22 GMT
View Forum Message <> Reply to Message

Quote:Laser Chaingunner is worthless in practically all situations apart from your base being overrun by tanks and for some reason you don't have enough cash for a Raveshaw to shoot out of the windows.

Am I reading this correctly? The Laser Chaingunner is one of, if not the most useful mid-level infantry option. It has the range to take on enemies far away, hitscan projectiles, a blazing fast refire, and laser-type damage. It can literally take down anything in the game, right up to and including the Mammoth. The rate at which a Laser Chaingun picks apart vehicles is at least equal to that of the PIC and Railgun, and surely second only to the Volt-Auto. The VAR is the weapon of choice for close-quarters vehicle encounters, the PIC and Railgun are ideal for firing around cover, and the laser chaingun is a general-use weapon. It is also positively amazing at disassembling aircraft.

Quote:Even then a free Engineer with C4 is probably a better choice, or if you have to use a rifle-type weapon, a Stealth Black Hand (you'll get way more use out of it in the long run).

Not likely. You have to get right up next to a tank to use a free engineer offensively, and the SBH does so much less damage in the same amount of time that it's not even funny (not to mention that at the ranges you're talking about, its stealth ability is useless)

Quote:Laser Chaingunner is just impossible to use effectively outside your base, because he has to be firing constantly to do the damage and that means a constant line of sight...which means constantly standing in the open.

You don't have to stand still to keep a constant line of sight.

Quote:Wait a little longer and you get a Raveshaw who can hide behind terrain, then pop out for a second to do way more damage in one shot.

The Railgun, however, kills vehicles a bit slower over time and is less effective against other infantry.

Quote:Laser Chaingunner is just asking to die to 1-2 shots from a tank gun.

If you engage a tank at range and you get hit by two tank shells as a nimble little infantryman, you were either too close to something or you weren't moving enough. Tank shells move slowly enough to avoid; snipers, APCs, and other midlevel infantry are your greatest concerns.

Quote:The only advantage they have over GDI is the Stealth Black Hand, and when you factor in all the advantages GDI have over Nod with their free soldier, Patch, Gunner, Sydney... it ends up about equal.

Never underestimate the value of such units as Chem Troopers and Laser Chaingunners. Laser

Chaingunners are, as stated above, one of the best anti-vehicle units- better than Gunner over time. Chem Troopers may be close-range units, but they can wreak havoc on harvesters and do a damn fine job of putting buildings down when used in small groups.

Quote:But more importantly, infantry combat that isn't 1000 credit characters and Hotwires/Technicians becomes pretty obselete later in the game... compared to vehicles which remain useful from the moment you can afford them until the game ends.

That's crap, pure and simple. Midlevel infantry is as effective as 1000 credit-level and costs less, which means you have more money in reserve for the all-important vehicles. Moreover, the higher-up characters depend on high damage per-shot a lot more, which makes missing more costly (especially with PIC/Railgun, each of which gets only 31 shots).

Quote:Therefore it makes no sense to try to balance GDI/Nod vehicles off against their equivalent infantry.

Yes, it does.

Quote:Vehicles are way more important in the game, so any advantage in vehicles is a bigger advantage.

Not bloody likely! If you don't have proper infantry backup for your legions of tanks, they die. All things being equal, the team which has the edge in mid or high level infantry will have the advantage.

Quote:It doesn't balance out, it's just straight unfair for GDI to have a better aircraft.

They ought to be closer to their TD counterparts. Orcas have missiles, Apaches have chainguns; it makes more sense that way.