
Subject: Re: Little "trial" on n00bstories servers - might be of general interest
Posted by [m1a1_abrams](#) on Sun, 26 Feb 2006 13:25:42 GMT

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Was the enemy barracks destroyed when you got all these kills? No offense, but getting 70 kills on Walls Flying with a fully functioning enemy base is still difficult. There are usually 2-3 PICs or Raveshaws on the walls + the snipers and basic infantry that will be gradually chipping away at your armour. It requires skillful use of cover to constantly repair your aircraft and knowing when to retreat. You would need to be an exceptional player to get 70 kills at the same time as doing all that.

However, if the enemy barracks was down, then it is ridiculously easy to fly around the enemy base, racking up kills forever. The basic rifle should be doing decent damage to light vehicles, to prevent the game from turning into "shooting fish in a barrel" whenever the barracks goes down. The armour changes have fucked this aspect of the game balance up, but in this case the problem is the (lack of) rifle damage to light vehicles, not the aircraft themselves.

Let's face it though... the flying levels are broken and have always been broken, because they were a shitty patch that wasn't balanced properly. The amount of damage that snipers did to light vehicles is just wrong, yet the aircraft are set up all wrong too. If you look outside the flying levels for a moment, the changes Crimson has made to her server have changed the game for the better. Buggies/Humvees are actually useful now (and no, using it as a cheap APC at the start doesn't make it useful... it makes it a redundant unit as the game progresses). I'm not sure if the MRLS/Artillery problem of them taking the old damage is fixed, but if they take less damage then you can drive one into the open space and actually do something interesting, instead of hiding behind a rock all game and point whoring. And most importantly, snipers are snipers now! The reward for being a good sniper should be the amount of kills you get, but they all want to have 100 kills *and* be MVP every game.... well tough! LOL.

So yeah, this mod is a step in the right direction but the flying levels are still broken. The only change is that aircraft are more powerful this time, not snipers. Neither situation is how it should be. Crimson, if you are interested in balancing the game better on your server, how much are you prepared to change? Actually, how much is it possible to change with a server-side thing? Because this armour fix is not solving the problem on it's own and in some cases is creating new problems (free guys doing shit all to light vehicles now, etc.) The homing rockets would be perfect if it wasn't for the fact that nobody can see them! All the newbs on the server, I don't think they even know that it exists... maybe you should put a memo up. Even then, it's still kind of dumb to have missiles that fly in the wrong direction.
