
Subject: Re: Need a coder for a balance patch
Posted by [Spoony](#) on Wed, 02 Jan 2008 18:37:07 GMT
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Renx wrote on Wed, 02 January 2008 12:21 Just because they give off less points now doesn't make them any more of a counter.
uh yes, it does.

Renx wrote on Wed, 02 January 2008 12:21 An APC is still going to kill one in seconds regardless of how many point it gives away. A ramjet is still going to run away from a LT regardless of how many point it gives away. It's great that the game is more balanced now in terms of points, but that doesn't change the balance in terms of damage.

it changes the balance in terms of balance. before the pointsfix, ramjets had no counter - they didn't really need to damage heavy vehicles in a big game, chances are someone else would - but the ramjet still strips them for points. even just one ramjet would allow the defending team to be ahead on points, which is a long way away from being balanced.

Renx wrote on Wed, 02 January 2008 12:21 If you changed it so Artillery gained no point for attacking buildings, would you not still use them in a community match? Of course you would, because they're excellent at killing buildings and the objective is base kill.
why are you even asking that? Why should artillery get no points for damaging buildings when everything else does?

Renx wrote on Wed, 02 January 2008 12:21 If you're a ramjet, the objective is killing infantry (moreso now because of the point fix, the objective never should have been whoring points from vehicles), and they're far too effective at it.
considering their cost, they really aren't.
