
Subject: Re: Need a coder for a balance patch
Posted by [Spoony](#) on Thu, 03 Jan 2008 09:45:03 GMT
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Renx wrote on Thu, 03 January 2008 09:10 You don't need to max out the vehicle limit on artillery to siege. Other vehicles are capable of damaging buildings as well.
I fail to see what point you're trying to make with this statement. Artillery should be limited because they aren't the only vehicle capable of damaging a building...?

Renx wrote on Thu, 03 January 2008 09:10 I never said it was nothing, and saying that it's a backup certainly doesn't imply that.
Your statement implied that victory by points is somehow not really a victory compared to victory by basekill. It is not.

w0dka wrote on Thu, 03 January 2008 09:10 The problem with Arts is not that they super uber. its just way more easy to strat from beginning with all out of artillwery then stopping those AE-Bastards. Then you will need teamplay.
Wow, if you don't know what you're talking about then just don't. Artillery without teamplay is RIDICULOUSLY easy for GDI to counter.

w0dka wrote on Thu, 03 January 2008 09:10 Canyon is a problem. true. what if someone close the hole in the wall to GDI base? maybe this would nod force into a more offensive gameplay.
Won't fix the problem. GDI still won't be able to leave base, Nod will still end up winning by points. They'll win by less, but they'll still win. The hole in the wall isn't the problem... starting credits and !donate are the problem.

w0dka wrote on Thu, 03 January 2008 09:10 oh and the basic soldiers... .let them be differet. as you pointed out with 0 cred startup... GDI needs a startadvantage or Nod never let them bring out their heavy, but expensive firepower (med).
With these changes, GDI WILL STILL HAVE AN ADVANTAGE IN THEIR FREE INFANTRY. I don't know how many times I need to say this. GDI Soldiers will STILL own Nod soldiers and therefore give GDI a good chance of coming out favourably in the harv battles, Grenadiers will still be superior at attacking buildings externally (e.g. Field) and killing harvesters. It'll just mean that Nod Soldiers and Flamethrowers are actually somewhat comparable.

w0dka wrote on Thu, 03 January 2008 09:10 rocketsoldier sounds fine but... autoaim isn't something i like. you can't do something against autoaim and it takes control from the player to the server. maybe i want this rocket go to this spot?
it's not autoaim, it's tracking - there's a difference. it'll only track if your reticle is exactly covering the target.
