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Subject: Re: Fixing... Points?

Posted by [Spoony](#) on Sat, 30 Aug 2008 20:08:07 GMT

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msgtpain wrote on Sat, 30 August 2008 15:01 Well, I really think we need to form a committee to study the effects of some of these things... as the "balance coordinator" I'm surprised that you haven't noticed the "unfairness" of one team having invisible soldiers either.. SBH are unbalanced? Overpowered? Please Maybe in weapons drop servers where they can pick up C4s and whatnot... not in pure renegade they're not.

msgtpain wrote on Sat, 30 August 2008 15:01 Or that same team having a soldier that is almost immune to the damage of two of the other teams characters... these items strike me as "extremely unfair".. and if we're "balancing" the game, we should take a sincere look at them as well... Chem troopers being near-immune to Patch and Tib Sydney, two of GDI's most useless units, is extremely unfair? This is entirely irrelevant if, as a GDI player, you get something which is actually useful...

msgtpain wrote on Sat, 30 August 2008 15:01 You're absolutely right.. I can't see how the points-bug causes anywhere near as much "misbalance" as a player spending 1400 credits being robbed of his 700 points by a player purchasing a different character 35 meters away from where they should be able to...

Saying this doesn't prove the PT bug, or a fix for it, misbalances the game.

msgtpain wrote on Sat, 30 August 2008 15:01 but hey, I'm not a "balance coordinator" so what do I know?

After reading your comments on SBH's and chem troopers, I'm inclined to agree.

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