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Subject: Re: What will happen IF...

Posted by [Nukelt15](#) on Thu, 15 Oct 2009 07:32:55 GMT

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There wouldn't just be bitching about balance, there'd be bitching about alternate-costume Mobius not having the same buff. Then it'd degenerate into "why doesn't my favorite character have a tiberium immunity costume." There should be more than one such character in the game. It should not be a 1000-credit character, or if it is then it should have some greater shortcoming than "my gun doesn't have a scope on it."

Yes, Ramjets see more use than PIC/Ramjet, but both weapons have their strengths (at least if certain community patches are applied first to fix the Ramjet's Vanilla Ren delusions of being Mjolnir). The Ramjet is stronger against infantry because of its range and its scope. The PIC/Railgun weapons are stronger against heavy armor, which the Ramjet can't do any real damage at all to (whereas the PIC/Railgun are still handy against infantry that come too close for comfort). Both are effective against light armor, the Ramjet slightly moreso because of its range advantage.

I can't see exactly how adding Tiberium immunity would help with that- Tiberium fields are wide open, and you kick up a very obvious cloud of green dust when you run through it. This is exactly the opposite of how to stay alive as infantry; if you're out in the open then an MRLS/Art will just nail your little bunny-hopping behind with splash damage. You can take a bit more damage with a 1k-character's health and armor, but think of all the snipers that will take notice of your antics and immediately start crying tears of joy thinking their birthday came early this year. Generally, wide open spaces don't work for anyone but the SBH, and even if he had immunity he'd be pretty noticeable running through the green stuff. This one comes down to cosmetics- the characters look like they should be immune. That doesn't mean that making them immune would bring about a positive change in gameplay.

It's just not that big of an advantage for a class that has no trouble shooting clear across all but the biggest maps (or at least as far across them as can be seen from any given place on the ground). Complex and Mesa are the only two maps that come to mind where it would really be a useful addition to the class... but this is why there are so many different classes and vehicles in the game. A tool for every situation.

Now an Engineer class with a Tiberium immunity would be genuinely helpful, if properly balanced (perhaps as a support-only class with less C4)- tanks drive through the stuff all the time but have to do without repair support as they do so. Or, if you're dead set on buffing PIC/Railgun, try a slight damage buff against heavy armor (and only heavy armor; light-armored vehicles are weak enough) to give an incentive for people to use it over the cheaper Gunner/LCG.

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