
Subject: Unit Balance

Posted by [Deathgod](#) on Sun, 09 May 2004 17:37:59 GMT

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flyingfoxl'd like to know if anyone in this thread has actually played the one level that held this theory (in a fairly large server, i.e. 7 v 7 or ideally 10 v 10+), C&C city flying exp. If you don't have it, get it here - http://www.cncden.com/ren_ackmaps.shtml and read the changes to units. The only difference is the helicopter pads don't restore ammo, they only repair airborne units. See if you can organise a game or get a bigger server to run it. If you can have a few games on this map, with at least 7 players on each side, come back and comment. Ideally, I'd ask FUD to run it since they're server admins that've been reading this topic the most, but they don't want things changed and their server would probably sit empty anyway. If fastc0nn or renstation could run it, they'd get players.

(Edit) If you're interested and can't find anyone to play it with, add foxofts to your buddy list and we can have 1v1 aircraft vs stealth tank/mammoth tank/mrls/rocket soldier fights on it, to see how well the rockets seek and if the aircraft can stay alive (they reload in 10 second intervals, it's an alternative to going back to base but leaves you exposed).

I know our server would sit empty, because we don't run mod maps on it ever. No one that comes would have the map so it would be empty every time that map came up. We tried doing this a long time ago and no one had the maps so we canned it. We've never seen a mod map that was better than the regular maps anyhow, so this is not a decision I am saddened by. I'll check out his map sometime in the next day or two here, though.
