
Subject: Re: Need a coder for a balance patch
Posted by [Renx](#) on Wed, 02 Jan 2008 17:46:46 GMT
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Spoony wrote on Wed, 02 January 2008 13:39Renx wrote on Wed, 02 January 2008 17:35The need a limit, not a nerf. Artillery SHOULD NOT be Nod's main battle tank. It's absolutely ridiculous that in nearly every game of Renegade I play now Nod has 8 Artillery out on the field.

Limit Artillery to two at a time and buff the LT damage by 20-30%.

why's it ridiculous? I think it's good people are finally figuring out how good artillery is, it only took 5 years

light tanks definitely don't need any more power, and artillery without light tank support (except on Mesa) is asking for trouble... calling artillery Nod's main battle tank is really not true in the way you could call a med tank GDI's main battle tank. look at Field... if Nod gets nothing but arties and no lights, GDI can rip them up with MRLS pretty easily.

You know that's far from true. Go into any community match and watch Nod pull nothing but Artillery. 95% of the time they win. Having LT support just makes it slightly more unlikely that GDI will be able to counter.

I'm glad it took people 5 years to start abusing Artillery, it was fun to play as GDI until then. Never before this year have I seen so many people leave a server when they see "Next Map: C&C_Canyon"
