Subject: Re: Need a coder for a balance patch
Posted by w0dka on Wed, 02 Jan 2008 23:09:08 GMT
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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. 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.
The main problem breaking nods siege is that you have to get all out of a tiny entrance while
artillerys with splash shooting you from all around the field. if the hole isn't there anymore nod is
forced to camp in front of the gdi entrance. and then its the same to field. nod has direct fire GDI
has diect fire.

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).

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?

just say 3 rockets a magazin double damage.... or something else same dps but more bunch a hit.
Yes it would become more devastive against inf... but 3rounds a mag ... you have to aim good or
you're enemy will bring you down in downloadtime