Subject: What Cloud Help In Balance.
Posted by rockstar256 on Sun, 14 Jun 2009 20:09:40 GMT
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First of all, much more maps i mean even not 100% simetric,more cities also some life forms(civilcians)cars. There should be like 100 maps. Maps which wouldnt give much advantage over factions. Harvesters shoudlnt have tiberium not so far from refinery. Not meant to opposite. Offline mode should increse price of unit by 50% instead of 100% and every map should have silo thats generate 1 credits bonus even if its online or theres no ref.

About units, Nod should have also added recon to every map aand Gdi some light vechcile with greneade launchers or something. More scout faster units.

Shots shoudl travvel a bit faster. Also some more basic wepons expect rockets and greneades shoudl egt damage reduction against vechs buildings by little.

Zoom by 25/50%to every weapon with right click or any else.

Now more about balance.

First : I belive purchase terminals should have 5-10 delays between refil. Its to easy to hold up building inside while you can just freakin use godmode everytime. I known we can headshot somone but c'mon guys you known what i mean.

Second : Flame tank, its really weird when we can se flamer owning tanks which is non sense. In iberian dawn it cloudnt do any realy damage to tanks, even these light. Flame damage against tanks should be reduced to 33% from 100% but add big AoE and bonus 200% damage to infantry , slighty better speed. Also health points to 350/350.

Thrid : Ramjet/Sniper rifle , in my opion these weapons do to much damage against light armoured vechicles. I think it should be halved but due to this more ammo.

Fourth : Counter system, it lacks a bit, was made in particular ways wrong. How come we use sniper rifles to punch down aircrafts ..lol? Rocket launchers are supposed to do this job while rocket launcheres expect gunner and mrls in this game suck balls. Yes its lack of anti air system. Basic rocket launcher so does gunner rocket should track target while we launch them by r-click and track target by mouse. Homing until target gets out of range. Orcas and apahces shoudl have 200/200 health points for now.

Fiveth : Tanks, maybe its kidna crazy idea but allow tanks expect stank to crush light vechicles.

Sixth : Buildings animation, when destroyed they should crush and fall. Everyunit inside should die due to that.

Your Objections.

Subject: Re: What Cloud Help In Balance.
Posted by nikki6ixx on Sun, 14 Jun 2009 22:20:20 GMT
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Subject: Re: What Cloud Help In Balance.
Posted by nope.avi on Mon, 15 Jun 2009 01:12:26 GMT
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You're not very good at trolling fyi

Subject: Re: What Cloud Help In Balance.
Posted by Tupolev TU-95 Bear on Mon, 15 Jun 2009 15:12:02 GMT
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nikki6ixx wrote on Sun, 14 June 2009 23:20

Subject: Re: What Cloud Help In Balance.
Posted by CarrierII on Mon, 15 Jun 2009 16:01:17 GMT
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Am I allowed to edit his title so it makes sense??

Oh, and *lecture about W3D engine here*.

Subject: Re: What Cloud Help In Balance.
Posted by mrÃ£Ã§Ä·z on Mon, 15 Jun 2009 16:14:07 GMT
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Everythiung Possible, but i dont know how to start with the PCT

Subject: Re: What Cloud Help In Balance.
Posted by rockstar256 on Mon, 15 Jun 2009 19:17:10 GMT
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Some of these change would really help, maybe soem of them are way stupid, bbut im not troling.

Subject: Re: What Cloud Help In Balance.
Posted by KobraOps on Tue, 16 Jun 2009 01:32:13 GMT
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rockstar256 wrote on Mon, 15 June 2009 14:17Some of these change would really help, maybe soem of them are way stupid, bbut im not troling.

im gonna go with option #2