
Subject: New versaiion of DaeMoNiC mod, huge update includingname chan
Posted by [Anonymous](#) on Wed, 15 May 2002 16:57:00 GMT

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Okay, here's some major feedback.I've just reviewed this Mod. It's totally bug-arific! First on all, In Jungle and Fortress the GDI A10 and Hovercraft get stuck in The Factory. They don't even come out.Second of all, The Lear Jet is dumb. Its bombs do no damage and its missiles fire too slow to do any real damage. Definatly not worth 1200. It also should not stealth. There should be no stealth flying units, as they are too powerful. But it doesn't really matter now since the Lear Jet causes no damage.The New MRLS for GDI and the New "Hovercraft" are completely stupid. Take them out, they were a very bad idea. They just look cartoony and dumb compared to the other vehicles. The Nod SSM launcher is useless. The missile goes 2 feet in front of you and if your even on the very SLIGHTEST of inclines the missile will insantly blow up and kill you. Solve this problem and make the SSM worth the money by1) Making its missile fly in the air and hit buildings like the MRLS2) Make the SSM missile do WAY more damage.Only Nod should get the Comanche; with the SSM useless, the Lear Jet not worth the money, and the extra vehicles completely stupid, this Mod HEAVILY favors GDI. They should not get the Comanche. Also, make the Comanche's gun do more damage to infantry and the missiles do more to buildings. They just don't do enough damage.The Recon Bike is too weak to be of any use. 125/125 !? It died in 3 tank shots at 150/150, now it is COMPLETELY useless. At least make it fire faster and do more damage. The armor is fine as is, but it just doesn't do any damage. The Cost is also very appropriate. And the most major flaw of this Mod:Your choice of maps.Ther are all dumb and unsuited for this Mod. First of all, 1)Labyrinth, all vehicles are too wide to fit through it. THEY just get stuck.2) Jungle, the A10 and Hovercraft get stuck.3) City, Just doesn't fit it. Its too plain of a map.4) Fortress, although this is in itself a simply awesome map, the A10 and Hovercraft get stuck here.5) Warzone this map would be totally perfect if you put the Obelisk and AGT back in. They were better then these numerous invincible defenses. I do, however, like the new secondary for the A10 and Lear Jet. A Anti tank missile is much easier to use than that machinegun. But it just doesn' do enough damage.Well that's my feedback! I hope the next version takes these observations into consideration, and chooses better maps.[May 15, 2002: Message edited by: celica330][May 15, 2002: Message edited by: celica330][May 15, 2002: Message edited by: celica330]
