
Subject: Re: Need a coder for a balance patch
Posted by [Spoony](#) on Wed, 02 Jan 2008 00:56:49 GMT
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Yrr wrote on Tue, 01 January 2008 19:08It will change gameplay anyway.
depends how you define "change" - it won't revolutionise gameplay and I don't think it should, but
it'll make the useless stuff useful... as they ought to be.

Yrr wrote on Tue, 01 January 2008 19:08Spoony wrote on Tue, 01 January 2008 23:19- Nod
Soldier rifle damage increased to match GDI Soldier rifle damage against all targets
That's not a bug I think.

I didn't say it is, but it's pretty illogical and means Nod soldiers are barely worth using... right now
the only use is if there's an MRLS, humvee or orca in your base and you can't afford anything
better, but even so there's really no reason why they should be less effective at that than the GDI
soldier is.

Yrr wrote on Tue, 01 January 2008 19:08Spoony wrote on Tue, 01 January 2008 23:19- Chaingun
Officer cost reduced to 100 (from 175) - applies to both GDI and Nod
- Tib Sydney cost reduced to 100 (from 150)
Why?

because the officer is not worth 175 and the tib sydney is not worth 150. for these two units, I feel
a simple cost decrease is better than altering their actual effectiveness.

Yrr wrote on Tue, 01 January 2008 19:08Spoony wrote on Tue, 01 January 2008 23:19- Patch
tiberium flechette damage against infantry increased by 100% - damage against other targets
unchanged

Why? Does enough damage.
not to make it worth 450 it doesn't.

Yrr wrote on Tue, 01 January 2008 19:08Spoony wrote on Tue, 01 January 2008 23:19- Rocket
Soldier (for both GDI and Nod):

--- tracks targets

Not possible server-side and impacts gameplay.

it'll impact gameplay in the sense of making rocket soldiers worth a damn against vehicles and
aircraft, whereas right now they aren't... their only real use is against structures for points if the
WF's dead

Yrr wrote on Tue, 01 January 2008 19:08Spoony wrote on Tue, 01 January 2008 23:19--- direct
hit damage against infantry reduced by 50%. Damage against other targets unchanged
--- cost reduced to 200 (from 225)

Why?

the weaker against infantry part is based on their tracking ability, assuming it were possible.

Yrr wrote on Tue, 01 January 2008 19:08Spoony wrote on Tue, 01 January 2008 23:19- Chinook
armour changed to Heavy Vehicle (from Light Vehicle) giving it the same durability as a Stealth
Tank

Why?

because they're not worth their cost, and in this case, there's a simple and viable way to make

them worth that cost.

Yrr wrote on Tue, 01 January 2008 19:08Spoony wrote on Tue, 01 January 2008 23:19- Nod

Turret rate of fire and damage increased to match that of the Medium Tank

Why? Fire rate and damage are quite good. Aiming is the problem.

uh, dunno what game you're playing but the turret's fire rate and damage are absolutely pathetic.
