Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Chuck Norris on Mon, 11 Aug 2008 14:42:12 GMT
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The PIC is a $1000 character with a long(er) range and is meant for anti-armor versus an $800 tank meant for close range building attack. Can a Flame Tank beat a PIC? Yes, but the PIC will and should have the advantage. The game on the whole is balanced, but this doesn't mean some units won't be weak or strong versus others. What you're suggesting is covering up a weakness with an advantage through an exploit, and that doesn't add balance, rather it does the opposite.

As for the SBH, I already went into that in another topic. If that SBH is nuking you, he already made $1400, which means you should have made AT LEAST as much (more if you weren't sitting around doing nothing), plus whatever was made during the minute or two he took walking to your base. Why weren't you attacking their base then then? If one of them is a SBH, it's 2v1 then. If those two people can't get at least 1 building in the time the SBH nukes one of their's (Mammoth's missles and an ion and cover [or two and cover if you pull it off] are two off the top of my head), they're hopeless anyway and don't deserve a bug to help them. For the last time, SBH ARE NOT OVERPOWERED. I'm tired of people whining that it needs a counter because SBH nukes happen alot. Nod is stealth, so of course that happens alot. That bug destroys balance. It does not balance anything. It's a bug and wasn't intended and needs fixed.