
Subject: Re: Fixing... Points?

Posted by [TruYuri](#) on Sun, 31 Aug 2008 23:02:05 GMT

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liquidv2 wrote on Sun, 31 August 2008 02:32 in my experiences sbh seem overpowered but also overused

Cool. TT already said they aren't changing the balance in regard to damage done/unit health/etc, so that doesn't matter, and it's just your opinion.

liquidv2 wrote on Sun, 31 August 2008 02:32

teams with way too many of them that don't actually do something productive get crushed because it's the equivalent of having afk players, especially in a weapons drop server because at least half of them are just running around trying to get a sniper rifle and don't even notice they've wasted 15 minutes in doing so

...okay? I don't see your point. It's the player's choice to sit there and be a dumbass or not.

liquidv2 wrote on Sun, 31 August 2008 02:32

i think a sbh limit would be really cool, like a vehicle limit

it would make people learn to work together while making things a bit easier for gdi

This would affect balance, something they've stated that they aren't changing. If a Nod player wants to spend their money on a SBH, let them. Their money to do so.

liquidv2 wrote on Sun, 31 August 2008 02:32

i honestly can't understand why anyone would say invisible infantry is underpowered, it just seems wrong

Because they aren't underpowered? And they aren't overpowered either?

liquidv2 wrote on Sun, 31 August 2008 02:32

the biggest example of sbh being too powerful would be in a marathon server because they have chance after chance to sneak in while gdi is forced to babysit to stop it (unless the sbh are all incredibly bad and accomplish nothing long enough for gdi to roll their base)

They are *meant* to have chance after chance to sneak in and wreak havoc in GDI's base, and GDI is *supposed* to have a way of stopping them.

The way I see it, you just get your ass kicked by them and want them to be nerfed or removed so you can play as GDI and "pwnz0r".

liquidv2 wrote on Sun, 31 August 2008 02:32

some people will say NO THE GAME IS PERFECTLY BALANCED GDI IS POWERFUL NOD IS

STEALTHY but i won't be able to honestly agree all the time

The game is quite balanced.
