
Subject: Re: Fixing... Points?

Posted by [kong009](#) on Tue, 02 Sep 2008 02:39:26 GMT

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TruYuri wrote on Sun, 31 August 2008 18:02liquidv2 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.

Are you kidding? TT is making drastic changes to balance, which is why Spooky has the title of "balance coordinator," or were you too busy reading the bullshit you're pulling from your ass to notice?

TruYuri wrote on Sun, 31 August 2008 18:02They [sbhs] 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".

Actually what he said is the games where Nod is 1/3 to 1/2 sbhs are quite in favor of GDI in terms of balance. That said, I feel disabling weapon drops will significantly reduce the number of sbhs, so I have to disagree with putting a cap on sbhs. If GDI can't defend sbhs in Walls_Flying, for example, GDI is just not playing as a team.

TruYuri wrote on Sun, 31 August 2008 18:02The game is quite balanced.

If this were true, why are so many balance changes being made?

For this ladder to work, players need to get together and find a way to define "skill." We must weigh accomplishments in a game against each other (building kills, vehicle kills, consecutive infantry kills that perhaps vary depending on the character class you kill, etc. etc.). Jelly uses a similar ladder system now, and I think it would be an excellent place for you to start.

That is of course just an idea.
