
Subject: Re: "camping" "camper" let's clear this issue once and for all
Posted by [Starbuzz](#) on Thu, 31 May 2012 03:59:33 GMT

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liquidv2 wrote on Mon, 28 May 2012 16:59 and on the topic of volt auto rifles - why shouldn't they get a range increase? in order for them to do damage to infantry they are just about within pistol range
in order for them to damage an enemy vehicle they have to be dangerously close while exposing themselves for prolonged periods of time
if the driver of the vehicle isn't a complete, helpless idiot then the Mobius or Mendoza is in serious danger

and yet they cost the same as a PIC, rav, havoc, or sakura
figure that shit out; giving them a range bonus just makes sense, if you care about making them worth their cost

Suppose the range was increased for them, I think they can have more "say" in the field but they already do and they have to get a bit closer...for example, helping the sieging team on Under and Field near the base entrances.

I wonder what WW was thinking when they made those three top-tier characters. Hav/Sak and PIC/Rave's roles are quiet simple. Was the Volt then just a beefed-up general purpose "nuisance flusher?" Maybe a nice weapon to use against both infantry and vehicles with a range limitation albeit with supreme speedy damage.

I was thinking what would happen if Volts were given PIC range...tunnels would become crowded, and the small stock maps would be a Volt kill-zone lol. Maybe a lower cost seems a better idea? How about 800 credits?

btw, didn't Spooky adjust the pricing of some chars? I have to find that post of his.

edit: found it:

Spooky wrote on Tue, 10 January 2012 11:37 **CHEAPER INFANTRY**

I've taken it upon myself to tweak the costs of most of the infantry. I feel most of them ought to be cheaper than they are. As follows:

GDI/Nod Officer: 50

Tib Sydney: 50

Rocket Officer: 150

Patch: 200

Laser Chaingunner: 250

Deadeye/Black Hand Sniper: 400

Mobius/Mendoza: 600

PIC Sydney/Raveshaw: 800

Havoc/Sakura: 800

Usual prices for Chem Warrior, Gunner, Stealth Black Hand and Hotwire/Technician.

600 credits!!! While this was for CW, it would be good to try this in a public servers for a weekend maybe? Maybe Jelly or n00bstories.
