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Subject: Re: Some ideas on balance

Posted by [liquidv2](#) on Thu, 08 Jun 2017 00:20:37 GMT

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the bit about NO c4 on any vehicles seems odd - they didn't plan for players to attack enemy vehicles with c4? I understand allied ones, but it does the same for them as well

some of your ideas are strange to me, but they're intended to keep the game afloat and give the losing team a better hope or chance to win (a reason to keep playing, basically)

pointmod servers make sense for competitive games, but it really shits on a public server when all the players aren't try-hards

GDI has a hell of a time when the Nod base is under siege, because all focused fire is basically on the teched arties or Nod will break out in a heartbeat - that means buildings are not being hit, and Nod is actually winning on points much of the time in that exchange (as strange as that is)

a vacant proxy c4 killing someone after the c4 planter has left might confuse the bots or the server - that might cause issues, but I'm sure they could be sorted out

sbh should not be able to enter any vehicles, friend or foe - this includes a spy, and a player running over a spy crate in a vehicle would continue to not become a spy (I think that's how it's always been, so just keep it that way)

this would also allow GDI players to field-rep safely, just like Nod players have always been able to

sbh dropping beacons always has been and always will be OP, but what if it took them longer to deploy them or something?

sbh being able to pick up weapons is also stupidly OP - you should limit what they can pick up, and absolutely disallow them from carrying extra c4

if PICs and Ravs weren't a thing you'd be able to balance vehicle damage much better, but removing them would cause infinite sadness

I'm not sure what you mean when you said ramjets give insane points on a pointmod server

disabling the main base defenses on Hourglass is a great idea, but it would be way too easy for Nod to kill the Guard Towers and let sbh run amok in the base  
maybe having the Guard Towers respawning after a period of 5 or 10 minutes or something would be a good thought - teamwork would be required to take advantage of that time window of opportunity

having City or City\_Flying without the bridge would be strange, but might alter the gameplay  
something they did on World of Tanks was add a game mode on some existing maps that changed the bases, so rather than each team having its assigned side there was one neutral base elsewhere on the map and both teams had to try and capture it or destroy the enemy team  
simply doing that was enough to change how those maps were played in those instances, and I feel it's a good way to vary gameplay without necessarily requiring new maps altogether - your

idea largely does the same, but in a different way

Renegade Theory lives on

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