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Subject: Unit Balance

Posted by [mahkra](#) on Sun, 25 Apr 2004 15:28:49 GMT

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CrimsonThe bug fixes we have scheduled right now will work on ANY server you join.

To me, this seems tantamount to an endorsement of cheating. Some people may not agree that all of the "bugs" actually need to be changed. (And as self-proclaimed "leaders of the community," you should be sympathetic to those of us who wish to play the game un-modded.)

You may not think of these bug fixes a cheat. But consider this: if one person starts with a pistol always loaded, and another must reload his pistol before firing, doesn't that give one player an unfair advantage? (Granted, this is not as extreme as, say, a bighead mod, but it is still unfair.) Another example: if only one or two people in a game can see icons to go along with radio messages, doesn't that create an unfair situation?

I believe that if you want to fix bugs and make balance changes, you should release everything as a mod to the game, so people can still play a totally un-modified game on certain servers. Don't just try to change the game itself. Doing that only punishes those of us who want to play the game the way Westwood made it.

-mahkra

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