
Subject: Do you find this game balanced?

Posted by [Xano01](#) on Tue, 12 May 2009 03:04:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

I used to love playing this game, and I will probably start again now that my computer is broken and I am forced to use my old one until my new one is shipped to me.

Anyway, do you all find this game balanced?

The only units I ever saw played were n00bjets, snipers, Volters, SBHs, and tanks.

Flamers, Chem troopers, Tib Auto Rifle, normal Rocket Launcher, all these were almost never used because they couldn't do anything.

There is one thing that really always annoyed me. Havoc and Sakura obviously. They had top health, ability to kill light vechs and air units quickly, a 2 shot kill weapon. 3/4 of players played as them and it turned the game into a strategy FPS to a sniper war. Why can't people just use normal sniper and accomplish the same thing by aiming for the head?

Also, the most unique units were useless. I am a pyromaniac and I love flamer and chem trooper, but you have to be ridiculously close to do any damage and they have like no health.

I love this game but I find it pretty unbalanced.

Subject: Re: Do you find this game balanced?

Posted by [Goztow](#) on Tue, 12 May 2009 06:50:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

Quote:Also, the most unique units were useless. I am a pyromaniac and I love flamer and chem trooper, but you have to be ridiculously close to do any damage and they have like no health. Chem trooper works wonders on a map like volcano at times. If you only play in 25v25 games, you will indeed never find any use for anything but the most expensive characters. If you play in smaller, more strategical, games then you will find use for the less used characters from time to time. But again: not very often. Ren just has a wide load of variety but some of these units aren't very useful indeed.

Also, this doesn't make the game less balanced.

Subject: Re: Do you find this game balanced?

Posted by [archerman](#) on Tue, 12 May 2009 17:38:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

some of the official maps are unbalanced, like city. units are fine imo.

Subject: Re: Do you find this game balanced?
Posted by [Wiener](#) on Thu, 14 May 2009 06:05:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

city_fly is quite balanced.... city is not an official map

Subject: Re: Do you find this game balanced?
Posted by [mrÄÅŞÄ-z](#) on Thu, 14 May 2009 14:41:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

city is offical, never looked the renegade intro? noob

Subject: Re: Do you find this game balanced?
Posted by [Sponny](#) on Thu, 14 May 2009 16:36:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

The game itself is fairly balanced in terms of GDI vs Nod so long as the pointsfix is there (the only glaring exception is 1v1 wallsfly) but it's true many of the characters have no practical uses.

Subject: Re: Do you find this game balanced?
Posted by [Gen_Blacky](#) on Thu, 14 May 2009 18:04:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

points are balanced how they are.

Subject: Re: Do you find this game balanced?
Posted by [liquidv2](#) on Fri, 15 May 2009 05:14:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

rocket soldiers suck just as much with the pointmod in place

Subject: Re: Do you find this game balanced?
Posted by [Ma1kel](#) on Mon, 18 May 2009 17:21:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

Gen_Blacky wrote on Thu, 14 May 2009 14:04points are balanced how they are.
no they're not, noobjets hitting tanks the whole time will give your team the game if your team is defended decently.

Subject: Re: Do you find this game balanced?
Posted by [Ma1kel](#) on Mon, 18 May 2009 17:36:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

also nod is superior with teched arties and light tanks.

Subject: Re: Do you find this game balanced?
Posted by [ErroR](#) on Wed, 20 May 2009 08:58:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ma1kel wrote on Mon, 18 May 2009 20:21Gen_Blacky wrote on Thu, 14 May 2009 14:04points are balanced how they are.
no they're not, noobjets hitting tanks the whole time will give your team the game if your team is defended decently.
i never see people doing that

Subject: Re: Do you find this game balanced?
Posted by [-Xv-](#) on Wed, 20 May 2009 10:34:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ma1kel wrote on Mon, 18 May 2009 13:21Gen_Blacky wrote on Thu, 14 May 2009 14:04points are balanced how they are.
no they're not, noobjets hitting tanks the whole time will give your team the game if your team is defended decently.

point fix >_<

Subject: Re: Do you find this game balanced?
Posted by [venom530](#) on Mon, 01 Jun 2009 20:57:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

some characters are utterley useless, such as the flamethrower, chem sprayer, gdi officer, sydney etc... They should of made multiplayer so that you die really easy. Then killing would be fun again.

Subject: Re: Do you find this game balanced?
Posted by [venom530](#) on Mon, 01 Jun 2009 21:00:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

by the way. gdi has vehicle superiority over nod, but nod has better characters. its balanced

Subject: Re: Do you find this game balanced?
Posted by [Lone0001](#) on Mon, 01 Jun 2009 23:41:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

The characters you have listed can be useful, you just have to know how to use them

Subject: Re: Do you find this game balanced?
Posted by [Goztow](#) on Tue, 02 Jun 2009 06:35:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

Lone0001 wrote on Tue, 02 June 2009 01:41The characters you have listed can be useful, you just have to know how to use them
And even more: WHEN.

Subject: Re: Do you find this game balanced?
Posted by [ArtyWh0re](#) on Tue, 02 Jun 2009 12:34:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

I find that the following maps are unbalanced in favour of Nod
-Complex
-Canyon
-Islands
Arties, Techs, Lights and Ravens are enough to win the game.

Subject: Re: Do you find this game balanced?
Posted by [Goztow](#) on Tue, 02 Jun 2009 13:22:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

ArtyWhore wrote on Tue, 02 June 2009 14:34I find that the following maps are unbalanced in favour of Nod
-Complex
-Canyon
-Islands
Arties, Techs, Lights and Ravens are enough to win the game.

Depends on the server setup. With classic AOW settings, all maps are quite balanced. On canyon, the harvester are the weak spots and GDI has the upperhand in harv fights thanks to their rifles. On complex and islands, the money flow is quick enough and there's enough entrances on complex to quickly harass with humvee/apc and make those follow with mediums tanks.

It'll also depend on the number of players and vehicle limit of course, but overall the balance is ok on classic AOW settings.

Subject: Re: Do you find this game balanced?
Posted by [liquidv2](#) on Thu, 04 Jun 2009 05:05:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

ArtyWhore wrote on Tue, 02 June 2009 07:34I find that the following maps are unbalanced in favor of Nod

- Complex
- Canyon
- Islands

Arties, Techs, Lights and Ravens are enough to win the game.

you forgot mesa and hourglass (especially if hillcamping is allowed)

Subject: Re: Do you find this game balanced?
Posted by [ErroR](#) on Thu, 04 Jun 2009 08:35:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

liquidv2 wrote on Thu, 04 June 2009 08:05ArtyWhore wrote on Tue, 02 June 2009 07:34I find that the following maps are unbalanced in favor of Nod

- Complex
- Canyon
- Islands

Arties, Techs, Lights and Ravens are enough to win the game.

you forgot mesa and hourglass (especially if hillcamping is allowed)

i find mesa fun, and balanced, can't say the same about hourglass and under tho.

Subject: Re: Do you find this game balanced?
Posted by [Dover](#) on Fri, 05 Jun 2009 13:41:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

ErroR wrote on Thu, 04 June 2009 01:35i find mesa fun, and balanced, can't say the same about hourglass and under tho.

There's nothing balanced about the AGT hitting the Nod harvester.

Subject: Re: Do you find this game balanced?
Posted by [Goztow](#) on Fri, 05 Jun 2009 13:44:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dover wrote on Fri, 05 June 2009 15:41ErroR wrote on Thu, 04 June 2009 01:35i find mesa fun, and balanced, can't say the same about hourglass and under tho.

There's nothing balanced about the AGT hitting the Nod harvester.

There's nothing unbalancing about it either...

Subject: Re: Do you find this game balanced?
Posted by [ErroR](#) on Fri, 05 Jun 2009 13:45:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dover wrote on Fri, 05 June 2009 16:41ErroR wrote on Thu, 04 June 2009 01:35i find mesa fun, and balanced, can't say the same about hourglass and under tho.

There's nothing balanced about the AGT hitting the Nod harvester.
that's the fun part, since agt is busy, you can easily sneak behind bar with a stank, then behind ref.

Subject: Re: Do you find this game balanced?
Posted by [ArtyWh0re](#) on Sat, 06 Jun 2009 21:18:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

Mesa is probably the most unbalaced map I have ever played online.
This is comming some someone who used to play on Mappack servers and out of all of the fan maps I played
Mesa is still the most unbalanced map, even more than Terrace if anyone has played that.

Subject: Re: Do you find this game balanced?
Posted by [r34ch](#) on Fri, 12 Jun 2009 16:49:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ramjet damage tank.
Ramjet get lot points.
Game is balance.

Subject: Re: Do you find this game balanced?
Posted by [ErroR](#) on Fri, 12 Jun 2009 16:53:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

never seen people doing it

Subject: Re: Do you find this game balanced?
Posted by [slosha](#) on Thu, 18 Jun 2009 01:48:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

ArtyWhore wrote on Sat, 06 June 2009 16:18Mesa is probably the most unbalanced map I have ever played online.

This is comming some someone who used to play on Mappack servers and out of all of the fan maps I played

Mesa is still the most unbalanced map, even more than Terrace if anyone has played that.

Am I the only one who has noticed GDI can snipe Nod's base on Mesa?

Subject: Re: Do you find this game balanced?

Posted by [LeeumDee](#) on Thu, 18 Jun 2009 02:11:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

Glock~ wrote on Wed, 17 June 2009 20:48ArtyWhore wrote on Sat, 06 June 2009 16:18Mesa is probably the most unbalanced map I have ever played online.

This is comming some someone who used to play on Mappack servers and out of all of the fan maps I played

Mesa is still the most unbalanced map, even more than Terrace if anyone has played that.

Am I the only one who has noticed GDI can snipe Nod's base on Mesa?

In the 100 years the game has been out...no you're not the only one to notice this. Most definitely not.

But does it really help your team? Maybe a little bit, but it hinders more than helps.

Subject: Re: Do you find this game balanced?

Posted by [ErroR](#) on Thu, 18 Jun 2009 09:46:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

Glock~ wrote on Thu, 18 June 2009 04:48ArtyWhore wrote on Sat, 06 June 2009 16:18Mesa is probably the most unbalanced map I have ever played online.

This is comming some someone who used to play on Mappack servers and out of all of the fan maps I played

Mesa is still the most unbalanced map, even more than Terrace if anyone has played that.

Am I the only one who has noticed GDI can snipe Nod's base on Mesa?

no. that is a nice thing actually xD getting a sniper rifle with a soldier from the beginning and going to the bunker.

Subject: Re: Do you find this game balanced?
Posted by [rockstar256](#) on Sat, 20 Jun 2009 21:57:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

Some fan made map are really balanced , like :

Pacific
RuionsOX
DesertSiege2

Subject: Re: Do you find this game balanced?
Posted by [marcin205](#) on Sun, 21 Jun 2009 01:02:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

ErroR wrote on Fri, 12 June 2009 11:53never seen people doing it

lol im see this sometimes

Subject: Re: Do you find this game balanced?
Posted by [rockstar256](#) on Sun, 21 Jun 2009 10:53:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

marcin205 wrote on Sat, 20 June 2009 20:02ErroR wrote on Fri, 12 June 2009 11:53never seen people doing it

lol i see this sometimes

Subject: Re: Do you find this game balanced?
Posted by [Xena](#) on Sun, 28 Jun 2009 16:28:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

venom530 wrote on Mon, 01 June 2009 22:57some characters are utterley useless, such as the flamethrower, chem sprayer, gdi officer, sydney etc... They should of made multiplayer so that you die really easy. Then killing would be fun again.

i could own a havoc/sak with an officer easily.. aint that hard
(unless the havoc/sak hits every shot..)

Subject: Re: Do you find this game balanced?
Posted by [ErroR](#) on Sun, 28 Jun 2009 19:38:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Xena wrote on Sun, 28 June 2009 19:28venom530 wrote on Mon, 01 June 2009 22:57some characters are utterley useless, such as the flamethrower, chem sprayer, gdi officer, sydney etc... They should of made multiplayer so that you die really easy. Then killing would be fun again.

i could own a havoc/sak with an officer easily.. aint that hard
(unless the havoc/sak hits every shot..)
gdi soldier works as a charm too
