
Subject: Fix the damn gun

Posted by [flyingfox](#) on Wed, 08 Dec 2004 17:20:55 GMT

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Actually as a rule of thumb you should NEVER take on your opponent on equal ground if you can help it. Doing so you give him the same chance as you and that means you die if he is better. Give yourself an advantage over him and youre talking. that's how you beat people who are better than you. it's like the movie Troy....i haven't seen it, but have been told that men hide inside a big wooden horse in order to confuse a kingdom into thinking it is a gift from god, and take it inside (or inside enemy lines). Then, all hell breaks loose and they take over. Had they just assaulted from the front they would probably have lost.

As far as your example with camping laserchains, raves & mendozas, i don't see how that would be a problem because it works both ways. You can already camp, people do it on field as GDI when they lose their weps...camping won't get you points unless they bring units for you to attack. If they don't you'll have to go out and get the points yourself.

Have you ever played a game on the hazteam server? they don't let you buy snipers at all, not even 500s. The only thing wrong i've noticed is that people like "mrnod2004" will use PIC/railgun to the death, and aircraft can get too powerful...which brings us to a point someone made a few pages back. If snipers get fixed it will be IMPORTANT to increase rifle soldier damage to aircraft and get rocketeers' rockets seeking out.

The only characters, ever, who should kill in a single hit are 500 snipers [headshot] and railgun/personal ion cannons. If you have studied the way the game works you will also know that you can create new skin and armour types, new weapon types and assign damage values to them. you can also assign different damage ratios to the head, torse, legs, arms and a few others I think. the way it stands now is that the head takes 5x damage, the neck 3x and the others 1x. that is why, when you are a 1000 character and get shot in the neck by a 500 sniper you live, because $100 * 3$ is 300, and you have 350 health in total.

~f
