Subject: Fix the damn gun
Posted by YSLMuffins on Thu, 09 Dec 2004 04:11:24 GMT
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Call me a purist, but there are bigger problems manifesting itself in the point system. The Ramjet is just a part of an array of weapons that deliver way too many points for the damage inflicted. You could rack up a lot of points with APCs, Buggies, and Humvees. Such tactics are irritating, but can earn a lot of points--ever seen a Buggy leech points off of the enemy harvester on Hourglass when the harvester is in green health?

No one has proven to me that your current state of health has a significant impact on how much damage you take. Logically, you would take more damage if your armor was diminished, but that only seems to be important with infantry (to a very little extend with high-explosive weapons). With vehicles, you don't take more damage when your armor is worn down, but when it is, you actually give less points to the enemy in most cases. Try it out yourself in a 1 player LAN--get a hummer and shoot at your harvester until you wear it down into yellow, and you will see you start to earn dramatically less points.

If all vehicles were just given all health and no armor--as in, instead of 600 health/600 armor, simply give the mammoth tank 1200 health--then we would be rid of this point whoring--not just with Ramjets, but with other units as well. This would also allow the additional benefit of delivering points based on how much damage you inflict, not some insanely inflated number when you only do 5 units worth of damage. We can see that this works because buildings have only health, never any armor, so you always get a reliable and predictable award for every hitpoint you take away.