
Subject: Re: Little "trial" on n00bstories servers - might be of general interest
Posted by [Aircraftkiller](#) on Wed, 08 Feb 2006 07:20:26 GMT

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I recently edited Crimson's server configuration presets and eliminated a lot of unbalanced issues with the game on her server. Of course there's a few problems here and there, but the way it works now has a lot of people very happy (especially myself since I can actually fly an Orca or drive a Hum-vee without blowing up in two seconds from Havoc\Sakura n00b cannon fire) with the server so far.

Changes:

Hum-vee, MRLS, Buggy, Artillery, Orca, Apache, Transport Helicopter - all those units have CnC_Vehicle_Medium armor now. This reduces "sniper" damage by 75 to 80% while still allowing basic infantry to damage them reasonably. "Snipers" are no longer fearless cretins that think they're leet for destroying seven vehicles without any skill involved.

Check out the game balance for yourself in the n00bstories server! It's very fluid and plays more like a C&C RTS game in terms of damage logic. It's pretty amazing, after four years, seeing Buggies and Hum-vees late into a level inside an enemy base without being decimated by a single soldier of either basic class or "sniper" class.
