
Subject: Re: Little "trial" on n00bstories servers - might be of general interest
Posted by [msgtpain](#) on Fri, 10 Feb 2006 23:31:19 GMT

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Crimson wrote on Fri, 10 February 2006 16:30 My trial is still going well. There are a few complaints here and there but most of the reaction is positive. I'm very interested to see if destroying the WF first in Walls Flying doesn't mean GDI wins anymore.

What is the difference between the "few complaints" you are now getting against it vs. the "few complaints" you used to get about the way it originally was?

The last time I played City Flying with Ack (before the change), he went half the game in a apache and the remaining half in a stolen orca. During that time he had 40+ kills and 1 death; in my opinion, his argument about them being "worthless" is completely without merit. If the opposing team has 5 snipers, you're pretty much SOL, and that's the way it should be: 5000 credits really should win against 900. But when he flew against 1-2 snipers, he would always either kill them, or get away before being destroyed. The way it is now, I have a hard time believing that infantry can even walk around on a flying map with 8-10 helicopters owning the sky; but I'll reserve complete judgement until I play a game and see.

When we did this in the past, even ack agreed that the balance would be good if homing missles worked correctly.. that obviously hasn't happened so I would tend to believe that it is now unbalanced in favor of aircraft.

You can put out some raves, but their range is so short that it should be simple for two helicopters to wipe them out way before they are destroyed.
