
Subject: Re: Little "trial" on n00bstories servers - might be of general interest
Posted by [m1a1_abrams](#) on Sat, 04 Mar 2006 01:40:41 GMT

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Apologies for posting this here, but I can't reply to the thread at n00bstories.

Anyway, in response to Aircraftkiller over there, besides the fixes you already mentioned, the only things that stand out to me are the GDI Grenadier, Tiberium Auto Rifle Sydney, Nod Flamethrower and Chem Warrior. Personally I think they could all do with damage increase to infantry. Making the Nod Soldier equal to the GDI Soldier is only going to make these guys more useless, since there will be little reason for Nod to go for Flame/Chem at all. It would have to only be a slight increase, considering that Westwood made them either free, or inexpensive low level characters... but a Flamethrower should at least have a chance against what is supposed to be it's preferred target (infantry). Also, how about making the Grenadier, Flamethrower and Chem Warrior explode on death like in single-player? Is that possible?

Oh yeah, and about the Orca/Apache... fix the spray and if it's not possible to change the clip size for the chaingun, how about reducing the damage so it's say, 75% as powerful as the APC weapon. I know that sounds weird, but you have to take into account the damage that you will continue to inflict while an APC has to reload.
