
Subject: Community matches - Two minor balance suggestions

Posted by [Spoony](#) on Fri, 26 Nov 2010 14:57:22 GMT

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first off, i'm talking about community matches/lobbywars, and only those. i have a couple of balance suggestions that would be entirely voluntary, so i'd like to open the debate among those of us who play comm matches and lobbywars etc. it has nothing to do with TT. i'm not talking about public servers either - we're assuming the top level of teamplay and organisation among players.

i only have two proposals to make. one regards City Flying, the other regards infantry.

1. CITY FLYING

to put it bluntly, GDI needs the first box.

more often than not Nod gets the first box. sometimes GDI does. if GDI gets it, GDI and Nod have about even chances in the game. (GDI needs money quicker, remember).

if Nod gets it, Nod has a huge advantage. why? because a fast light tank is too dominant. it can completely control the field and get all boxes thereafter, easily kill the harv and protect nod's, and hit the barracks with impunity. and if nod gets a fast light tank thanks to the first box, it's a long time before gdi will have a med or orca to take it on.

a fast GDI APC is nowhere near as threatening even if it tries a remote rush (we're talking about comm matches, remember). and a fast orca/med isn't anywhere near as threatening either because nod will nearly have lights by then anyway.

crates are potentially 200 on cityfly. i don't have a problem with that except for the first one. after the first crate, future crates are determined by the team with better infantry skills and co-ordination in the field. but there's nothing you can do to stop the enemy getting the first one if they're lucky enough to have it on their side. and if it's on the Nod side, the game's unbalanced before anyone's fired a shot.

so, i propose amending cityfly (only as a voluntary map for comm matches and stuff, remember) so that GDI always has the first box. if that isn't physically possible, other solutions might be to put the first box in the middle of the field, or make the first box worth 100 instead of potentially 200.

2. INFANTRY AMMO

i think infantry should have infinite ammo, for everything except c4.

again, we're only talking about comm matches here. for the most part, it comes down to tanks and techs. the occasional sniper, but i'll come back to that. PICs/ravs and ramjets can be about as effective damage-wise as tanks at holding the field down, but only damage-wise. even if they're not killed, they can't do all that much before they have to go back. it's not worth it, you're better off getting another tech. if they had infinite ammo, as tanks do, a good PIC/rav or sniper could make a genuine contribution to holding the field on a map like field/under/mesa2/complex.

likewise, is there really any point in a good sniper getting in a good position with a 500? he really can't do much with it before he's out of ammo.

so if the enemy does have a skilled infantry user in a good position (the Under hill, the wallsfly mountain, the mesa bridge, or a 500 sniper anywhere hidden), you really don't have to kill him. if

they had infinite ammo, you'd have to do something about it.

it'd also make the cheaper infantry viable too. if a grenadier, rocket soldier, flamethrower or chem trooper hits your building from the tunnel or the volcano balcony etc, you'll actually have to do something about it. they still damage buildings very slowly, so you've got time... they still die very easily, but you'll have to do something about it.

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