
Subject: Re: Community matches - Two minor balance suggestions

Posted by [Spoony](#) on Sun, 28 Nov 2010 16:18:11 GMT

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think for a moment about the greater variety of strategies this would unlock. i really think this could help infantry truly become what they're supposed to be: worthy support units.

FIELD

everyone who's seriously done community matches knows what the winning formula is for field. couple of arties, max out the limit with lights, everyone else get a tech. for GDI, a few MRLS, max out on meds, everyone else hotwire. the ratio of arties to lights and mrls to meds may vary depending on how the harv fight goes, but that's the gist. getting something other than a hotwire is basically a waste of a player and is asking for trouble.

people think teched arties are overpowered? well, what's the counter to teched arties for GDI? the primary counter is simply more power (rather than another hotwire). a havoc could provide that if only he didn't have to refill once a minute when he fought arties. a really good sniper could take the techs out too without, again, running out of ammo before he knows it. and when he has to refill it's a considerable length of time where gdi is a player down. this certainly isn't worth 1000 and if anything it hinders the team.

if ramjets didn't have to refill, a good sniper could positively help the team not only take the field but hold it. there are a couple of spots on field where a havoc can't be splashed, so a havoc could do some real damage to arties and possibly snipe techs too. and if nod can't overpower GDI and take the field (and if the teams are even, they won't) then nod may have to get a sniper too. it may not just be flying maps where a great sniper on the team can be a genuine asset.

UNDER

consider a PIC and/or a ramjet on the hill. in a comm war this WOULD be a decent thing to do if not for the fact the guy can't do much damage for very long before having to refill. you're protected from tanks on the ridge unless they can take the field, so again, the counter would be a better sniper.

other situations could be thought of. the bridge on Mesa2, for example. again, we'd be left with infantry potentially being what it seems to me they were supposed to be in the first place: worthwhile support units for a team's forces. and we'd also have a role on the team for players whose skills lean more towards infantry than tanks, besides just being a tech all game.

let's try it.
