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Subject: Sole Survivor Patch 1.02 Released

Posted by [flyingfox](#) on Fri, 18 Jun 2004 09:20:04 GMT

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You have to remember whilst many people have enjoyed these mods many have probably not. Personally, I didn't enjoy reborn the last time I played it; it was better in the leaked beta, in several aspects including the banshees whos firing mode done the proper 3-orb strike instead of the double it is now. Some units, such as ghost stalkers, require too many hits to take down from apache fire and rocketeers' missiles don't heat seek like they did in TS. I think sole survivor is alright, but the gameplay could be improved and some of the vehicles look like they came out of some toy soldiers movie, as well as the "kiddie missiles" the SSM launchers fire. I'm not trying to criticise the mod: a lot of work has been put into it, but I think the gameplay at most needs improving.

I'd also like to add a bug to the next patch. On some levels, you get jammed at edges and have to die to get out of the hold. This includes an ice level at an overlook on water below, and against the GDI transport on some capture mobius level on grassy hills.

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