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Races Of TWK Posted by Penguin - 25 Oct 2011 18:18
What races are bugged/op so before actually adding some more, the others should be sorted out first?
Re: Races Of TWK Posted by substick - 25 Oct 2011 18:51
I don't think anymore should be added anyway <sup>9</sup>
Wrath of Alyx, slow is bugged
Gulliver has the same problem
Jareths ultimate doesn't work and I can't think of anymore
Re: Races Of TWK Posted by Gimp - 25 Oct 2011 19:19
think leviathan's ulti is bugged, unlimited slowdown. pretty sure m3ntoz cracked the op races on the head a couple weeks ago <sup>©</sup>
Re: Races Of TWK Posted by Penguin - 25 Oct 2011 20:58
eviathan's ulti is bugged yeah pooky hasn't had the chance to fix that he was trying another code for it
Re: Races Of TWK Posted by VooDoo - 26 Oct 2011 00:48
substick wrote:
I don't think anymore should be added anyway <sup>9</sup>

1/4

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Generated: 3 May, 2024, 01:06 This ^^^^^^^^^^^^ also, i think that races that need to take a downfall (OP) LavaKid (His ultimate should have a range on it, not being able to burn anyone anywhere..) \_\_\_\_\_\_ Re: Races Of TWK Posted by Player3 - 26 Oct 2011 01:18 Lava Kid - Its ultimate cant be blocked by ultimate immunity. I beleive it also targets one guy a round, and if that guy dies, it burns someone else. So at the start of the round, it burns the same person, which gets very annoying. There is some other races which ultimates cant be blocked too. Crypt Lord is one. Im sure theres another (unholy entity i think, where you swap places) Destinys Stun is OP. Needs to be nerfed in some way. Its annoying, getting behind someone, shooting them, for your aim to be knocked off, your gun emptied of its ammo, and them to spin round and shoot you. Its really hard to kill tbh, specially in the hands of a experienced player Silver Surfer! omg i hate that race. It fucks your screen up, doesnt die, and has an overpowered ultimate which renders you paralysised for like, 10 seconds. You cant block the ultimate either with a necklace of immunity Sorcerer's blind is too op. The chance is too high. Normally, 1 shot into you, even if it hurts little, and thats it, you don't have a chance. You have to wait like 3 seconds to be able to see, by which point your probably dead ¬.¬ Re: Races Of TWK Posted by Pooky - 26 Oct 2011 06:25 Player3 wrote:

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Destinys Stun is OP. Needs to be nerfed in some way. Its annoying, getting behind someone, shooting them, for your aim to be knocked off, your gun emptied of its ammo, and them to spin round and shoot you. Its really hard to kill tbh, specially in the hands of a experienced player

substick wrote:
Re: Races Of TWK Posted by Pooky - 26 Oct 2011 10:57
great to see the races being sorted guys. =
Re: Races Of TWK Posted by colin1uk - 26 Oct 2011 09:24
No I just think we have a few too many races that are completely useless past leveling them to their max level
Re: Races Of TWK Posted by substick - 26 Oct 2011 07:12
Way the go taking initiative penguin •
PS: Voodoo & Substick, you don't want any new races ?
We'll have a look into the posted issues. Aspecially the ultimate immunity bit.
I lol'd there <sup>®</sup>
Silver Surfer! omg i hate that race. It fucks your screen up

No I just think we have a few too many races that are completely useless past leveling them to their max level

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there"s no way to prevent that. If you want every single race to be unique, you'll end up having aprox 30 races. Wanna prove I'm wrong? Challange accepted..