

Destinys Stun

Posted by Chifilly - 13 Jul 2011 12:15

This race has been pissing me off all day

First of all, the reloading. Nearly every single bullet that this race hits you with makes you reload. It's very frustrating, along with the second point i'm going to make...

The turning you round. This skills' chance is too high too. You shoot like 3 bullets in the person then you're facing a wall behind you and reloading. It's practically impossible to kill this race unless you're behind them and do enough damage in 1 hit to kill them before you get spun round

Hopefully the success rates will be lowered, because after not being on the server for a while, and going back on, i've been getting insanely frustrated within the first hour

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Re: Destinys Stun

Posted by FroggyFace - 13 Jul 2011 12:24

Chifilly wrote:

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sounds over powered

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Re: Destinys Stun

Posted by Gimp - 13 Jul 2011 14:01

wcs is pissing me off in general 😞
, but if this is yet another overpowered race i hope it gets lowered

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Re: Destinys Stun

Posted by Chifilly - 13 Jul 2011 14:33

Same. Been on it for a few hours and quit about 6 time because it's annoying me

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Re: Destinys Stun

Posted by Scathe - 13 Jul 2011 14:50

I agree with chifilly here...

The reloading trick on destinys stun was happening to me very frequently. The turning around isnt quite so frustrating as if your on the ball you will still have a chance. But the reload not only empties your primary it also empties your secondary making it impossible to do any dmg until you have reloaded one of them but by this time... if you live long enough to reload! Guess what... your reloading again 😞

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Re: Destinys Stun

Posted by substick - 13 Jul 2011 18:42

Tbh I don't think the chance it that high, When I've used the race people never seem to reload when I hit them, I know that isn't often but still 😞

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Re: Destinys Stun

Posted by Liquid Snake - 13 Jul 2011 18:53

i agree with everybody except substick (yay big surprise there 😞
) but i aswell think the rates are way to high react was playing it earlier and everytime he hit me i pretty much had to reload at times he only hit me once and i had to reload and it gets quite annoying after a while .. 😞

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Re: Destinys Stun

Posted by M3ntoz - 13 Jul 2011 20:47

It's reduced, And if you are all bother by Op races like Gimp's whine topic about OP races.

Don't call them "OP races"; Give me some race names and with what you dont like about them would be better

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Re: Destinys Stun

Posted by colin1uk - 13 Jul 2011 21:03

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you tell em lol

btw was wondering why i was keep reloading when i was shooting someone now i know. 🤔

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Re: Destinys Stun

Posted by Scathe - 14 Jul 2011 00:08

I dont have a problem with so called "OP" races... only a couple of things could do with tweaking is all, as one races strength can often be another races weakness. All thats needed is to find the races which make it easier to combat the opposing person who is beating you up with his race! fun fun! 🤔

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