

Mars Combat

Posted by stark - 21 Feb 2012 23:10

This thread is dedicated to the development of the ever-evolving combat system for mars based events and missions. The idea is that the system relies on both K9 as well as specific issued weapons with upgrades that the players have to purchase prior to combat as well as specialize in.

Each weapon is no copy no mod and is issued prior to any event from the armory. The players upon completion of the event must return the issued weapon to the armory. The weapons and who they are issued to are kept track of and a player is not allowed to keep the weapon outside of the event or mission objectives.

Each class or specialization are allowed only specific weapons such as a pilot is only allowed to carry an SMG or pistol while a security player may have a shotgun or machine gun etc.

Tiers represent the different stages of weapon construction, such as weapons that afford a player to use melee with the weapon or has an extended clip. These upgraded weapons should cost more or have additional training or achievements to be used. Also kept track of on the players character sheets.

Here is a list of the weapons we have so far as well as some that could be created.

Pistol

SMG

MG

Shotgun

Sniper Rifle

Grenade Launcher

Flame Thrower

Net Gun

Artillery launcher

cluster bomb launcher

Obviously some of these would unbalance combat but if the event or mission itself dictates what weapons can be used on both sides of the conflict we can keep the playing field balanced and fair.

Since players cannot level up or improve their combat skills other than real life experience, advanced leveled players can make up for this in terms of upgrades to their weapons. For instance a starter pistol might only have 6 shots before a reload but eventually a pistol with 12 or more rounds can be purchased or unlocked by the player. So in order for this to work we need to develop several variations of existing weapons in a weapon-by-weapon basis.

Ensuring weapons are returned is a good way to keep one player from amassing an arsenal of issued weapons. we can go one step farther and add a script that will disable the weapon outside of a certain sim.

ensuring that most weapons velocity is at 50-80 will allow cover to be viable while keeping a sniper rifle at a high velocity and low fire/reload rate to make up for it. We can examine the sog classes and slim them down with specific builds using only equipment we supply to create non-sog combat classes that is unique to the division they are akin to.

Upgrades

Extended Clip

grenade launcher

melee function

faster reload speed

Armor Piercing rounds (higher velocity)

Recoil Enhancement (Lower Spread)

Scope (lower Spread)

explosive rounds

incendiary rounds

suppressor

Skin (different camo)

Other combat rules to consider that also cannot be enforced but should be encouraged is no use of the radar or mini map, unless we decide a special class can purchase this feature. no wireframe mode unless also we decided this feature can be purchased by a certain class prior to combat. Remove names and titles no melee unless provided by a weapon or the use of any kind of player location hud or system. no movement enhancers or jetpacks etc.

the ultimate goal of these expanded rules is to reach a point where every weapon and equipment is issued to players and is self contained within our group. Grenades and gravpacks to be supplied and not have to be purchased by a third party vendor. As time progresses we can make mesh cloaking systems and expand our item base but for starters lets work with what we have and what we can do this way keeping combat modest and fair as opposed to listing weapons that can and cannot be used within the sim like the rest of the city.

This is of course for VASC/D'naa player but a well balanced modest combat weapon can be issued to guests if they are involved. Outside of mars combat, events, mission combat will remain as it is now, the use of what ever weapons or gear a player supplies on their own.

so to begin lets look at several weapons we have namely the pistol and SMG and create a few variations for them as well as come up with a price in credits or prestige for purchase. and work on divisional classes and who should be allowed to use what weapons. also this will need to be bug tested so we will get lots more use out of pro's kill houses and training courses to create a very balanced combat system. unfortunately we are working with the limitations of SL and the K9 system, which at this point has no chance of evolving so will have to work with what we have until such a time as SL changes 'unlikely.'

This can also be used to solve our respawn issue by allowing players to purchase their respawns prior to missions and limiting the amount that can be purchased prior to combat. this will give players a chance to use their IC credits as well as allow players to customize their combat while keeping it fair, balanced and low lag.

Combat Classes Aside from SOG there are limited classes that should be situated so the average player can specialize in a field of combat specific to their division.

Security - shotgun, mg, smg

Infiltration - pistol, smg, sniper

pilot - pistol, smg

engineer - shotgun, flame thrower

Airborne - MG, pistol, shotgun

Support - MG, grenade launcher

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