

Introduction

Hey, growkid here!

This doc here is gonna be about my issues I have with the new update we recently got!

Now I didn't really hold any issues with previous updates aside from the location 9 update which was a very big shit show on release!

But the charm update is one which I do have quite a few issues with it!

I'll go over the things in this update I wanted to go over in this post starting with...

Charms

Charms!

Now the idea, I don't have a problem with it.

It's essentially just an additional item set bonus for a unit which I can't complain about!

What I am gonna complain about though is how you get them!

You gotta gamble for them with red flares!

That is possibly the worst way of implementing these things!

There is already so much luck involved in this game with supply runs, items, skirmish, and what not!

You did not need to add literal gambling to the game!

I do not want to fucking gamble just to get a legendary charm I didn't need or want!

Not only that, the currency is stupidly hard to get!

Once you complete every team, you just don't have any way of reliably getting them!

This means that you need to spend green cash on crates if you wanna farm charms!

That brings the possibility of you needing to spend at max 600 green cash for 1 FUCKING LEGENDARY CHARM!

BRO WHY.

I DON'T WANNA FUCKING OVER 2000 GREEN CASH TO GET LIKE 4 DIFFERENT CHARMS WITH HALF BEING NOT WHAT I WANT???

Like I know the devs said they're not easy to get, but this shit should not be this fucking hard to get.

Please reduce the cost of buying crates with green cash, and add more ways of getting red flares.

Now moving onto the charms themselves.

The good chunk of them are fucking useless.

Sure, the common and rare charms make sense that they suck, but I feel like more epic charms should be decent.

Like what the actual fuck is a support unit gonna do with a charm that increases damage after a kill? Only agents can use that!

The legendary charms though are very strong!

Every class has at least 1 decent charm aside from maybe shooters!

Another problem that shows up with these charms though is that you can improve charms!

Improving a charm increases the charm's effect!

Now how do you improve a charm?

By using duplicate charms of that charm to upgrade it! 3 of them in fact!

You see the problem right?

IT FUCKING LEADS BACK TO GAMBLING AGAIN! YOU NEED EVEN MORE FUCKING LUCK TO UPGRADE YOUR SHIT

You got the legendary charm you finally wanted? Yay!

Now just simply get that same charm 3 MORE FUCKING TIMES.

What the actual fuck...

Even the power point equivalent has a issue.

It's yet another resource that uses keys which means you're stretching your already limited keys even farther!

Also, skirmish!

Yeah, remember all of those min maxed players?

Yeah, good fucking luck with dealing all of the strong legendary charms in those teams combined with min maxed item sets!

God, they really need to fix all the issues with charms!

Now we can move onto...

Green Cash

By far the best thing out of the update!

The star road and challenges are new ways of getting green cash!

Even more ways of getting green cash is always welcomed!

Too fucking bad the charms shop exists though...

At least new players can get Austin even quicker now!

Southerners

We got a new team!

We somehow got a new team before prisoners got their 5/5...

Shouldn't you like finish the team before going onto the next team?

Anyways, it includes the base skin of carlos, the despero skin for diaz and the new skin for Rodriguez!

And the team is already pretty damn good!

The 2/2 is nice for making Rodriguez spam a lot harder to kill and the 3/3 is just free healing really!

No issues here so far aside from the fact that they also don't have a 5/5...

Devs, it can't be that hard to give a team every fucking team power!

The other skins that they added look great though!

Didn't really affect the teams though lol!

TMF ain't getting any use of having one of the worst units in the game!

Now the other big problem in this update...

Unit Balance Changes

This was not a good set of changes!

First, soldier!

One of the few not terrible changes!

More health for the best tank in terms of tanking. Not bad!

Willy. Hey, he got a health buff from 800 to 900!

Cool! Now, how about you actually give the poor bastard an actual big buff!

Like he's been one of the worst units in the game for a couple of years now!

Cashier. What the actual fuck, devs?

You did not need to do him!

Was cashier good before? Yes!

He was a really good unit, but he was held back by a multiple of factors like slowish attacks, no team, completely reliant on his SA, and the fact that he was a event unit!

I don't know game balance, but I think he was perfectly fine! He didn't need any big changes, but you did just that!

You cut his base crit chance in half! Like god damn!

He is literally entirely dependent on his SA which makes his crit damage locked at 300% and now you made him way worse!

Seriously, he was absolutely not one of the units that desperately needed changes!

Queen. Didn't change anything, but a buff is a buff!

Damagers. What the actual hell, devs?

These were not the changes you need to do!

They needed stats, better SAs, as well as perhaps new perks!

Not nerfs to their base crit chances!

Literally only turbo wanted that nerf since her crits has long ass animations!

Like base crit chance is way better than base crit damage since it's way easier to improve crit damage through items, than it is to improve crit chance!

You nerfed guard by removing 20% of his crit chance for fuck's sake!

Rogue...

Devs, stop fucking nerfing rogue!

He is good, yes, but nowhere near how strong he used to be now!

There's other reasons other than his stats that makes rogue so good!

You know what that is!

Well, simple!

ALL THE OTHER FUCKING OPTIONS SUCK ASS!

DAMAGERS WHO YOU JUST NERFED SUCK ASS IN THE END GAME AS THEIR FUCKING STATS AREN'T GOOD FUCKING ENOUGH TO KILL SHIT

HEAVYWEIGHTS are actually kinda ok, but they still mostly suck in the endgame thanks to the existence of energy spheres!

This is why fighters are the best melee units for endgame!

They're cheap, so it isn't a waste if they die, plus they have some of the best units in the game like redneck, mechanic, and rogue!

How do you get people to stop using rogue?

BUFF THE OTHER FUCKING OPTIONS.

That's how!

Seriously, rogue is strong partially because a ton of units in this game are either not good, or only decent!

Just stop nerfing rogue for a bit, and try giving big buffs to the other units instead, devs!

Endless Bridge

Devs, for the god of fucking christ, change how the fucking leader board works!

It is unironically impossible to get the ranks for endless bridge as it for some fucking reason partially works off how fast you got there!

It does not matter if you beat every span in the mode!

If you weren't one of the first to complete it, you're fucked!

Like metro has a timer and like challenges based on how fast you beat it plus you were free to do it over and over again!

Metro has the right to have their leader board be based on how fast you beat it

Endless Bridge though has no right to do that!

It should only be based on how far you made it, not how fast you beat it!

Plus, it costs fuel which, while free, takes time and means you can't just do it over and over unlike metro!

Like make leagues or something for people who made it a certain span!

I just want the stupid rank for God's sake, man...

Conclusion

So yeah, that's all the issues I have really with the charms update!

I really do hope that they fix these issues since it's a pretty solid game that I love quite a lot!

Like they fix a ton of the issues in this game, they'll make this game into a fantastic mobile game for sure! :D

That's all, guys! Good day or night to anyone who reads this!