

This Reddit post was requested by a viewer of my Twitch channel, and I have wanted to address the topic in a post for awhile, as well. The following are my thoughts on issues in the balance scene right now and I'd be interested in seeing what conversation comes out of it. Even though I think the following are all issues, I've given a score out of 10 to indicate its priority.

However, before we get to that, let's address the root cause of the majority of the game's bad balance decisions: The community balance team. I want to immediately define that I am referring to the community members who are making balance decisions and unit alterations for the game and *not* the members of the team that are doing map support or modding. This balance team has declared a monopoly on game decisions and openly state that its either their balancing or no balancing in the future (1). For no reason other than "we're the ones that were chosen by our friends to do it," they declare they are also the most qualified from the community to make game changes (no one has ever stated what their qualifications are). For some reason, despite being the only people ever given the opportunity to do it, they also believe that no one exists that can do a better job, nor is anyone willing to perform such an arduous task (2)! Jae even claims that without his presence in the balance team, 1v1 gameplay would be a "clusterfuck" because of how "complicated" balancing is (3). Of course, that's assuming that other people *could* do it if they wanted to, but when Community Manager Andy was asked on Reddit how to be selected to be on the balance team, he actively dodged the question and gave a joke response with vague qualifications (4). Ironically, these vague qualifications are found throughout the majority of the CoH2 community. The recent, updated CoH2 unit stat database was built by a non-community balance team member (5 - coh2.serealial.ca). This indicates that the community balance team members are not special, much to Jae4Jett's disappointment.

Additionally, the balance team has been noted stating that victory in CoH2 comes almost exclusively from game knowledge (and not micro, for example). Obviously, if they are all the biggest brains of our community, they should be the highest performing players, as well (3, 6). Although, before we jump into their playercard credentials, we should note that members of the balance team who advocate that their game knowledge equates to being good at the game also state that having good opinions on balance has nothing to do with rank (3, 7). It almost seems like they make their opinions up depending on the discussion they are in, but let us continue:

The balance team seems to believe (8) that they have two pro players: Jae4Jett and Sturmpanther. Jae4Jett is largely inactive (all factions and game modes showed provisional rankings prior to MLNZ) and hemorrhages ranks when he does play these days (9), although he still claims that if he "tried" he would be top 10 (7). Although when he did/does play at a high level when he is active and did compete in the recent MLNZ (losing 1-4). Sturmpanther has shown little high-level prowess outside of 4v4 (10). 4v4 rankings are of dubious credibility to someone's pro status. Two are considered "high-level." Tightrope and miragefla. Tightrope

maintains around top 50 (11) ranks on 1v1 automatch, but largely plays during less competitive timezones which may lead some to question how representative his automatch rank is. Additionally, Jae4Jett notes that Tightrope is not known for his skill (7). To his credit, he maintains a rank in all factions and plays many different doctrines regularly. Miragefla is the same story with more meta play, but with more exposure to 2v2 (12), although Jae4Jett does not consider him a high tier player (13). Two additional players are described as “above average,” although they are effectively both below the competitive average: Sander93 and RepoRogue. Sander93 has no exposure to competitive modes, experience in competition, nor has demonstrated above average play (14). RepoRogue is largely identified by his willingness to assist brand new players but does not offer above average play or exposure out of 1v1 USF (15). Bottom line: No one on the team is a pro, although some can play automatch at a slightly above average competitive rank. This explains the amazing endorsements they receive, such as: all three(?) are “exceptional top 100 players (16)” Don’t forget that ONLY 33% of the community that actively visit the CoH Reddit believe that the balance team improve nothing (17). I do find the mental dissonance of Jae4Jett in turning that into an endorsement to be alarming, but that’s balance team modus operandi (18). RepoRogue also thinks that the people who complained about the UKF infantry section buff are just whiners and that’s all the negative comments are (19).

Despite saying that high rank is comparable to game knowledge, Jae4Jett believes that that argument can’t be used against members of the balance team (20).

Perhaps this is why the balance team thinks it would be good to get more average or low level players in it (3). Clearly, the low level players of the community aren’t being represented! Yet, the balance team actively insult average and low level players who voice their opinions on balance (6, 21, 22, 23, 24, 25, 26, 27). Ironically, Jae4Jett himself has said it’s not a good idea to other players (28). It would be nice to find some insults written by someone other than tightrope and Jae4Jett, but most of them almost never interact on public forums. Sander93 says the balance team doesn’t engage in public discussion because y’all have childish attitudes (29), even though people think he’s childishly shutting down community input (30). Hopefully we can all be as mature as him one day and interact with the balance team. It will be fun to tell someone that something is false *literally* right before confirming that what they said was correct, just like Sander93 (31)!

Anyways, the truth we are looking for is just how big brained is the balance team? In the last 568 days, they’ve pushed through 205 unit changes, of which 92 can be considered buffs and 53 can be considered nerfs. Analyzing the units that have been through the most changes by the balance team leads to a conclusion that the balance team, even with multiple chances to alter a unit, seem to be unable to effectively integrate units into the game. Many of the largest culprits

to game balance have been touched multiple times and others have been altered into non-existence in competitive play in the last two years:

Units changed on 5 occasions:

- Infantry Sections (Nerf, ambiguous change / slight buff, buff, buff, nerf)

Units changed on 4 occasions:

- Pershing (Nerf, buff, nerf, nerf)

Units changed on 3 occasions:

- Airborne Guards (Ambiguous introduction, buff, buff)
- Assault Grenadiers (including MP40 changes – Buff, nerf, buff)
- Combat Group Air Drop (Buff, nerf, buff)
- Conscripts (Buff, buff, nerf, [additional nerf due to weapon crate cost increase could possibly be added here])
- Fallschirmjager (Buff, nerf, nerf)
- ISG (Buff, buff, ambiguous)
- Jagdtiger (ambiguous change, buff, buff)
- Panzerfusiliers (Ambiguous introduction, buff, nerf)
- Sturmtiger (4 if excluded from general heavy tank changes – Buff, buff, ambiguous grenade change or buff)
- OKW Tiger (Ambiguous introduction, ambiguous change or buff, buff)
- Tiger Ace (Ambiguous introduction, nerf, nerf)
- Universal Carrier (Nerf, buff, nerf)
- USF Officers (Buff, buff, ambiguous timing/cost change)

Here is a list of the changes per faction:

	Multi-Faction	Soviet Union	Wehrmacht	USF	OKW	UKF
Buff	4	12	21	14	21	21
Double Buff			2	1	5	3
Triple Buff						1
Ambiguous	1	6	5	9	10	4
Nerf	2	11	9	14	7	10
Double Nerf		3			1	
Triple Nerf				1		

The general lack of balance planning is evident from the list: No faction has a stationary “power level.” It is impossible to measure anything if your measuring stick continually changes sizes. The effect of this is increased by the lack of activity and high level play present on the balance team, leading to confusion about what strategies comprise the meta and why and the impact of changes.

Another faction to consider is that we know that certain members of the balance team already push certain strategies based on what they think should be meta (32, 33) and, as discussed above, the most vocal balance team member rarely ever plays outside his comfort strategies. For example, this is likely the reason that .50 HMGs have never had their performance altered, as Jae4Jett is well-known to play strategies centered around the unit (34) despite some members of the team desiring a change to its attack-move playstyle. The King Tiger should never be strong in 1v1s (35). The low-ranked member, RepoRogue, does not believe that blobbing is a strategy that should be discouraged (36). Here's Tightrope saying that the balance team wanted combat bonuses changed in OKW because... "it wasn't fun" (37).

The problems do not only exist on the macro side of the game's strategy. Despite the low number of changes over the last two years, changes frequently cause easily predictable balance issues that result in an opposite change the very next patch. On 23 occasions, a buff or nerf of a unit was followed up by an opposite buff or nerf the following patch. Only in rare circumstances will the balance team undo or alter one of their changes: M-42 light AT gun canister shot, conscript cover bonus modification, Pershing near AOE buffed to 0.25 then nerfed to 0.

They have instead opted instead to fix balance issues caused by their changes indirectly, adding unnecessary complication to balance issues by forcing their changes. In other words, even when they discover that the changes did not address an issue or created new issues, the balance team will insist on forcing a square peg into a circle hole, such as by forcing a 7-man conscript upgrade rather than using a traditional weapon upgrade or forcing a global aura buff upon completion of Wehrmacht T4. Another example, the recent change to allow Panzergrenadiers to be built from the HQ was intended to increase Wehrmacht build diversity (it locked all competitive Wehr builds into roughly the same build strategy) and showed a complete lack of understanding of power balance by Sander93. In fact, as of 20 June, he continues to defend the decision (38) and proposes indirect nerfs to the strategy rather than admitting his decisions were short-sighted and ill-informed.

Assuming equal work, and if only 5 players at any point have been designing unit changes, that comes out to 0.07 changes per day or ~2.1 changes per month per member. Since nearly half of unit changes are community input, you're looking at an actual "workload" of 1 change per member per month. This is quite different from Jae4Jett's claim that he has devoted hundreds of hours to developing the balance changes (3). Andy seems to think that the balance team puts in "stupid work" too (39), but we've already seen that the number of changes they actually produce is almost none (and we haven't even gotten into how bad most of their changes are). Maybe we can find the difference in a very complicated process? There must be a long, deliberate playtesting process that the balance team goes through.... Oh, no, they say that playtesting is useless for catching indirect balance problems due to their changes (40); it's pretty

easy to derive from this one of two things: The balance team simply can't comprehend new strategies, or they don't playtest. I think both are possible. Perhaps the reason for the massive difference between balance team claims of hard work and actually produced changes is that communication and discussion is highly intricate? Oh, shit, no, that is not it either (41).

Although, I will admit that Jae4Jett claiming that 21st Century technology isn't good enough to have simple discussion may explain why he thinks it takes 500 hours to come to basic unit change ideas. Apparently even with modern communication, some of the balance team can't seem to be on the same page as the rest of it (42).

Clearly, that amount of work is ludicrous for individuals who receive no compensation! Except, as Jae4Jett leaked on VonIvan's stream approximately 2 years ago, Community Manager Andy had continually asked him for ways that Relic can compensate the balance team for their "efforts." He then showed what he requested (and received) from Relic for compensation—the (no longer) unique commander portraits designed to reward tournament champions: Luvnest, DevM, and VonIvan. Obviously, despite showing off that he was rewarded with these to nearly 200 people, he acts ignorant to them (43, 44). Considering he continues to state that he's never received any compensation, we can only infer what other compensation have been provided to the balance team (besides the ability to modify the game how they see fit).

Balance team understanding the Soviet matchup

Perhaps a detailed look into the balance team's understanding of one faction will illuminate the practical problems with the balance team's lack of exposure to high level, multi-faction play. In the most recent stats dump, we see the Soviets coming out as the clear loser with a win% almost down to 48% across the whole playerbase (45). Sov winrates lag behind the competition at almost all skill levels (46). Analyzing the same statistics from the year before shows that that problem has grown more severe with falling a reduced competitive play rate and falling win rates (47,48). Interesting sidenotes here include that the highest ranked players are playing substantially more axis (with roughly 70% of games being Wehrmacht, roughly 30% OKW), and the relative share of allied play for the Soviet faction has decreased. Sander93 reports downward shift of top player brackets win% represent an improvement of balance, when in reality they represent a decrease in the impact of skill in the conclusion of games (49), the lack of skill's impact in the result of games has received particularly negative attention in the last two weeks by Korean pro, AshaBois (50). It's worth noting that the balance team, or at least members of it, "do not think that win rate data is a valid way to examine faction strength," with variations explained not due to faction strength but through ideas such as "OKW is a noob stomping faction that does not perform well..." (51).

During this same period, as shown above, the balance team buffed Soviet units 12 times and nerfed them 17 times. Only 2 buffs affected common Soviet units: Conscripts received the 7

man upgrade and cost reduction to access AT nades. Maxims had a slight suppression improvement, and the M5 received buffs to its cost and quad performance. All other buffs have not seen significant play (52). Significant nerfs hit: Conscripts, shock troops (both removed previous buff and nerfed the unit), M-42 light AT gun, ZiS-3, Su-76, KV-8, IS-2, weapon crate, and IL-2 rocket run. In other words, the majority of balance team buffs to the Soviet faction have been centered on commander-specific units that see little use (Ex: Partisans, Partisan Tank Hunters, Assault Guards), while the majority of nerfs hit core Soviet abilities (Ex: Double nerf on ZiS-3, Su-76 barrage abilities).

Despite this, the balance team has shown a willingness to insult players who suggest that the Soviets are in a bad spot (53, 54, 55). Jae attests that the Soviets are in a strong position due to: Higher starting manpower (Sovs start with 390, Wehrmacht starts with 420), conscripts, unit veterancy, T-70, and 6-man team weapons. He claims conscripts are strong because they can be built from the HQ, reliably beat grenadiers and volks, and have the strongest utility abilities. In fact, Jae has even suggested that the MG-42 is bad against PPSH cons (56). Jae states that the SU faction's strength comes from the T-70, "synergy and utility," and 6-man team weapons (57). He seems to be completely aware of the pathetic state of the Soviets, but doesn't bend from his perspective that the T-70 is worth an entire faction of weak units (58). Miragefla seems to agree, and believes that T-70 is in need of nerfs (59, 60, 61), that Soviet mortar is acceptably weak due to the ZiS-3 (62). Although Miragefla disagrees that conscripts are strong (until 7-man). RepoRogue believes that cons are downright strong and penal is "viable." He concludes that Soviets are better than Wehrmacht, at least in the "long game" (63). Sander93 does not believe that the recent changes to allow PGs to be built from the HQ, 1-2 minutes faster into a game was an insignificant change in terms of infantry vs. infantry engagements (64). I'd love to quote more of the balance team, but this is really all that is acceptable quality detailing a perspective on the Soviet faction's strength.

We have irrefutable evidence that Soviets were in a bad position for nearly 2 years, during which time their primary crutch strats were targeted for nerfs (M-42s, ZiS barrage, IS-2 stall, airborne commander, etc.) and no corresponding buffs to compensate for the loss of power. During this time, there is little evidence of any attempt to indirectly buff Soviets through axis nerfs besides some minor OKW nerfs (most notably: Volk cost increase). Soviets are in the weakest position of all factions now in 1v1, but we see that the balance team members (who actually post their thoughts) indicate that the Sovs could use further nerfs. Perhaps it is because so few people on the balance team are actively playing the game, much less as Soviets (65); Sander93 himself asserts that is a big problem.

It might be understandable if the Soviets were a stationary faction in which all other factions are balanced around (although the balance team apparently is ignorant to this traditional form of power balancing). Many different strategies are hinted at throughout their posts, the most

consistent is moving the game towards symmetry, allowing for easier juxtaposing of power levels, although the majority of changes spearheaded by the balance team certainly negatively impact that strategy (M-42 canister shot, T4 Wehrmacht global aura, halftrack healing/medkit drops, etc.). According to Jae4Jett, it is the duty of the balance team to make the game more symmetric, as the original asymmetric game style was destroying the playerbase (66). He seems confused about this objective though, since he criticizes the mindset of community contributors advocating for equality between the factions (67). Miragefla suggests that the game is being made symmetric due to a lack of assets (68). Here's an interesting quote from RepoRogue where he literally states that he wants uneven power levels between the factions (69). He also refers to the balance state of MOBAs and card games as references for acceptable win rate fluctuations (70). This reinforces just how absent a balancing plan is for the balance team.

Giving credit where credit is due

Despite the clear failure of the balance team to put together any thoughtfully put together balance patches, there are some obvious areas where we must admit they have made great contribution. Most notably, the irrefutable pro to the community team is the rarely-read miscellaneous bottom segments of the patch notes: Bug fixes, icon additions, localization updates, etcetera. Most of these are done by the members of the team that are mostly outside the balancing "ideas." Janne252 has put in a crazy amount of effort to improving the game, from fixing ghost sandbagging to keeping the campaign functioning to creating an autosplitter for speedrunning. Miragefla, despite being on a team of half a dozen semi-afk players making balance decisions, puts the balance mods together seemingly on his own, with no support from the other members of the balance team, at least that's what Jae4Jett says (71). Miragefla is also the only member of the team that is active in communicating with the community, from his stream where he is currently actively showcasing his planned changes to coh2.org Discord where he is seemingly never offline. Kasasrov, Nachocheese, Planetsmasher, Osinyagov, Rosbone, and Sneakeye are all credited with a lot of work in this area that is highly deserved. It's important that when we examine the utter failure of recent balance patch changes, we separate the members of the community balance team that are doing good work.

Recommendations

Define the roles of the different members of the balance team, so as to prevent members with excellent contributions in one facet won't get confused with lesser performing members.

This is as simple as having separate lists, such as “Game Balance Team,” “Mod/Support Team,” and “Map Team.” Obviously, there’s some members who overlap, and that’s okay.

A maintained and public member list is necessary. There is no reason for members to be unknown, unreachable, and unaccountable.

Transparency of the discussions and intentions of the balance team is absolutely necessary. With so many Discords for CoH2 setup, why can’t the balance team’s discord be publicly readable? This will improve the community’s faith in the due diligence (or lack thereof) of the balance team.

The balance team could desperately use a PR person who will maintain up-to-date knowledge of the balance team’s activity and share them. This does not need to be regular or extensive, but it does need to exist. There is currently little to no information at all disseminated by the balance team.

Roadmap/Philosophy of the balance team should be shared. Jae4Jett’s post has been the only thing to suggest that there is an overarching strategy, and his post was scrambled and rather ludicrous. What is the strategy? How are balance decisions being made? Currently, there is absolutely no strategy besides a member thinking about a change they want and trying to implement it.

The average balance team skill level drastically needs to be increased. We should not have members of the balance team afk from the game, with no experience in multiple factions, and no understanding across game modes.

Respect for the community needs to be increased. When only a few posts exist where the balance team seeks community input and they are riddled with the balance team members insulting members of the community, it is a problem. Even on Tightrope’s stream, many are aware how easy it is to get a hostile response when making observations about the balance team’s half-baked ideas. Once a member of the balance team, an air of dignity should be more pronounced and even bad advice should be replied to with a “thank you for your suggestion.”

Full intended change list open to discussion prior to implementation for discussion by the community. Don’t put out a test patch and launch a live patch with 20 changes on top of the test patch that were never scrutinized by the community.

Remove the following members:

RepoRogue. Credit where credit is due: RepoRogue is a significantly beneficial member of the community as a whole. He assists new players with the basics of the game, analyzes

beginner replays, and provides information in a plethora of means. However, his experience, skill, and understanding of the game are all too low to have a serious opinion on game balance decisions. He would be a good candidate to fill the role of balance team PR, although I would disagree with that role as well. RepoRogue has a bias in favor of balance team decisions and does not fairly address community concerns, and I have my doubts that he would effectively communicate those doubts to the team. I believe RepoRogue should be relieved of his position on the balance team, but continue his great work assisting players in the game as another helpful member of the community.

Tightrope. I am confused as to what the justification for his presence on the team is. He does not appear to offer much in any facet--his skill is not high enough to consider the entirety of balance decisions, his interaction with the community (in regards to his role on the balance team) is generally hostile with a side of undeserved arrogance, and there does not appear to be any credit to him anywhere on the technical side. I do not believe he has the necessary skills and attitude to make quality contributions to the team. For example, his youtube video "CoH2 Winter Patch Notes and Demonstrations Version 1.2 & 1.3" represents the confidence Tightrope has in his substandard playtesting. The tests itself ignored basically all dynamics of gameplay, while creating strife between the balance team members that remains even now, four months later (71). Tightrope provides great content for the community and is a well-liked caster. I believe that he excels in that role and should be left to that role.

Sander93. Low skill, hostile, terrible balance ideas. Provides no technical assistance and has the least exposure to game modes and factions of any member. The only skill Sander93 provides is a knowledge of unit stats, which is not a rare skill and is overshadowed by his outright hostility to other's balance contributions. His hostility is even towards other members of the team (71), publicly calling out Tightrope's tests on the Tiger. Should have never even been tested on the team.

JaeForJett. Semi-afk player with little involvement with the CoH2 community anymore. Did not even bother to play in automatch prior to being seeded into a tournament (72). I believe he has historically been an effective member of the balance team, but for whatever reason, his commitment has drastically reduced and his exposure to the game in its current state is nearly non-existent. If his commitment rose again, I could see the justification for keeping him, but in his current state, he provides nothing that any other more-committed community member does not provide in greater quantities.

There are numerous, eager players with better qualifications that can easily replace them. Are these the people you want to be planning development during *CoH3 alpha*? Stop this shit in its tracks, unless you want a repeat of the community development that we saw in CoH2 alpha.

1

[An Interview with a balance team member \[Part 2\]](#) by OldSchooler22 in CompanyOfHeroes

[-] JaeForJett 5 points 1 month ago

But I know 100% who should..relic.

I agree. But the community was straight away told that this would not be happening. The choice isn't between Relic balancing and community balancing. It's between community balancing or no balancing going forward.

These are the people I paid to buy their product and not some random dude who is adjusting the game as he likes.

If you're not going to get balancing from the professional game designers at Relic, isn't the next best thing to get balancing from the people in the community who the professional game designers thought could do the best job?

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2

[An Interview with a balance team member \[Part 2\]](#) by OldSchooler22 in CompanyOfHeroes

[-] JaeForJett 12 points 1 month ago

Interesting that I've seen a lot of people make comments like this, but never seen any of them list even a single person who would do a better job, much less someone who is willing to put in the work.

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3

[Dear Devs](#) by 101DaBoyz in CompanyOfHeroes

[-] JaeForJett 5 points 2 months ago

Not to mention that Relic has pretty much washed their hands of this game and all of the balancing is in the hands of the said "pro players".

Of the people active on the team, 2 could be considered pro level if we're using the term liberally (sturmpanther and I). Another two would be high level (mirage and tightrope). And probably another two above average (reporogue and sander - not sure on sander's rank though). We can also say we have one low level player if we count Andy!

That makes for 4 1v1 players, and 2 team games players (3 if we count Andy).

While it would be great in concept to have more average and low level players (having perspectives from every level of play and game size is important), the issue there would be self evident. Knowing the game is important, and level of knowledge is basically level of play when it comes to this game. Low level players could join the team and share what they think, but they probably wouldn't be able to explain WHY they think it. People here often try to make it seem like micro is why they can't play at a high level, but to be blunt, the game is almost entirely knowledge. The thing is, playing to a high level actually means not deluding yourself. Playing well means accurately evaluating each unit's strength and knowing how effective your units can be - that means you have to be able to look at each unit and be honest about what it does/can do. The lower the level of play, the less this is necessary. You get more room to misjudge your units strength (wow, all of the units of my favorite faction sucks) and your opponents units strength (all of their units destroy mine). But the more fairly and honestly you look at each unit and faction, the better you'll be at the game. That said, some high level players subconsciously rate a unit fairly, but consciously over or understate their strength.

All of that said, my own balance philosophy. Try to make the game as fun, fair, and balanced as possible for as many game sizes and levels of play as possible. It's why I joined the team and spent 500+ hours discussing, reading forums, and gauging feedback without any compensation. 1v1s are inherently easier to balance, period. There are simply less factors and less players. 1v1s are always going to be more balanced because of this, unfortunately. I also am a single person, whose perspective comes from one game size, and one level of play. I play 1v1s at a high level, and that's what I have authority to speak on. I try not to weigh in on balance for team games because I simply do not have the personal experience to be confident when contributing - there are competent team game players on the balance team who know much better than I do. I can only offer to the team and this game what I know, and what I know is 1v1s. If that means 1v1s are going to be better balanced than team games, then fine, because that's better than me not having contributed to begin with and having BOTH game sizes be a clusterfuck.

And that's what irks me so much. People like to act like we have a "make team games balanced" button that we're just unwilling to push. Or a "make heavies balanced," or a "make brits good again," or a "make all factions viable at all levels" button. People always say a unit needs a nerf, or a buff, or to be made good. They hardly ever go into what the actual changes would need to be. "Less lethal," isn't enough either. What are we changing? ROF, accuracy, scatter? How much are we changing these by? It's really easy to say "buff this underpowered unit" and look smart. It's a lot less easy to decide what to buff, and by how much. Trust me, if buffing underpowered units and nerfing overpowered units was all it took to make the game perfectly balanced, we would have been fully patched and balanced a year ago.

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★ **The game balance** (self.CompanyOfHeroes)
40 submitted 7 months ago by Verdorrtterpunkt Soviet Helmet

Just food for thought.

5

5 Jun 2020, 10:38 AM

5 Jun 2020, 02:52 AM

No, thank you for remaking and updating the build. It's a massive help for both discussion and theory crafting. An up to date stats database is one of the most essential tools for increasing game knowledge within the community, and I really can't express how much your work means.

6

 [-] **tightropexilo** tightropegaming 9 points 2 months ago

For reference will you post your playercard?

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[-] asdhfadsljfsdfh 2 points 2 months ago

what bearing would that have on his arguments

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[-] RepoRogue 1v1 7 points 2 months ago

His argument is almost entirely predicated on that authority. He has several totally absurd claims here that he doesn't back up at all (like that Fortifications is a meta doctrine).

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7

Jae For Jett

10 Apr 2020, 01:46 AM

#108

SENIOR STRATEGIST

Posts: 997 | Subs: 2

Stormjäger wrote:

8 Apr 2020, 12:23 PM

Fuzzi, DaPopeCoH, Zeva the angry Dutchman, JaeForJett (50+ with EF factions), Tightrope (40-56ish), TwistedTootsy (non usf), borobadger (40ish), Tiefflieger, Finnded, etc

Some of them have have 20ish ranks with some factions, but I think if they have 2 50ish ranks they qualify.

Now you can say they're not well known, in which case I'd say that's not up to you to decide since you don't play 1s.

None of these players are really known for their skill though. Tootsy is known for USF cheese (and hes good at USF). He's not at all known for his non USF skill. DaPopeCoH and tightrope are known because of their streams and youtube, not really for their skill. I have rank 50+ EF, but, honestly, that's because I use those factions to troll around and have fun - I was top 10 with them when I grinded them and really tried. Finndeed, when he was known for his skill, was top 20ish too I think.

I get that he asked a question and that you answered it, but I think you avoided his point entirely. Top 50 isn't that good, frankly. A lot of basic engagement errors until top 20 on the ladder. Being able to blob and make a top ~50 rank honestly says more about the ladder than it does about balance or the game in my opinion.

MULTI QUOTE

REPLY

8

Dear Devs by 101DaBoyz in CompanyOfHeroes

[-] JaeForJett 5 points 2 months ago*

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9

COH2.ORG » Ladders » PlayerCard » Jae for Jett

Data provided by Relic Entertainment

Playercard Homepage

Home UKF USF/OKW SOV/OST 2p AT 3p AT 4p AT AT all



Jae for Jett

XP: 18,785,964

Prestige: 3

Senior Sergeant Third Class 4 (33)



1v1 Ranked

Mode	Rank	W	L	Ratio	Total	Streak	Drops	Disputes
1vs1	38	349	117	.749	466	-1	4	1
1vs1	P	980	417	.702	1397	-3	33	1
1vs1	28	1141	577	.664	1718	+1	39	0
1vs1	P	293	164	.641	457	+1	10	3
1vs1	57	323	177	.646	500	-1	14	0

2p AT with Tobis

Mode	Rank	W	L	Ratio	Total	Streak	Drops	Disputes
Axis	P	21	9	.700	30	-4	1	0
Allies	P	8	1	.889	9	+6	0	0

Best Ranked with Random Mates

Mode	Rank	W	L	Ratio	Total	Streak	Drops	Disputes
2vs2	P	21	4	.840	25	+2	0	1
4vs4	P	15	20	.429	35	-1	0	0

Most Played Faction/Mode: Oberkommando West 1v1 Ranked

PLAYER SEARCH

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COH2.ORG » Ladders » PlayerCard » SoE-Sturmpanther-

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SoE-Sturmpanther-

XP: 18,785,964

Prestige: 3

Senior Sergeant Third Class 4 (33)



1v1 Ranked

Mode	Rank	W	L	Ratio	Total	Streak	Drops	Disputes
1vs1	P	103	32	.763	135	+4	2	0
1vs1	P	83	19	.814	102	+3	2	1
1vs1	P	114	39	.745	153	+1	1	1
1vs1	P	108	28	.794	136	+9	0	4
1vs1	P	172	64	.729	236	+2	1	2

4p AT with [NS] SanyaV.Litvyak, [NS] aerafield, & [NS] YGNOW

Mode	Rank	W	L	Ratio	Total	Streak	Drops	Disputes
Axis	1	221	14	.940	235	+10	9	1
Allies	1	107	9	.922	116	+31	8	1

Best Ranked with Random Mates

Mode	Rank	W	L	Ratio	Total	Streak	Drops	Disputes
4vs4	2	364	85	.811	449	+3	11	53
4vs4	3	187	42	.817	229	+2	8	0

Most Played Faction/Mode: Ostheer 4v4 Ranked

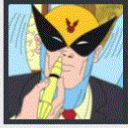
PLAYER SEARCH

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COH2.ORG » Ladders » PlayerCard » tightrope Data provided by Relic Entertainment

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tightrope

XP: 18,785,964

Prestige: 3

Senior Sergeant Third Class 4 (33)



1v1 Ranked


Mode	Rank	W	L	Ratio	Total	Streak	Drops	Disputes
1vs1	49	167	78	.682	245	-1	2	0
1vs1	41	361	202	.641	563	+2	5	3
1vs1	53	369	219	.628	588	+4	3	1
1vs1	35	378	188	.668	566	+1	4	0
1vs1	53	471	301	.610	772	-2	2	4

2p AT with Jerm

Mode	Rank	W	L	Ratio	Total	Streak	Drops	Disputes
Allies	P	361	202	.641	563	+2	18	41
Axis	P	88	45	.662	133	-1	4	9

Best Ranked with Random Mates

Mode	Rank	W	L	Ratio	Total	Streak	Drops	Disputes
2vs2	P	61	33	.649	94	+1	0	23
4vs4	P	58	42	.580	100	+2	2	23



Most Played Faction/Mode:

Ostheer 1v1 Ranked

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COH2.ORG » Ladders » PlayerCard » miragefla Data provided by Relic Entertainment

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miragefla
 XP: 18,785,964
 Prestige: 3 
 Senior Sergeant Third Class 4 (33)



1v1 Ranked

Mode	Rank	W	L	Ratio	Total	Streak	Drops	Disputes
1vs1	P	28	13	.683	41	+ 1	0	0
1vs1	31	390	218	.641	608	- 1	7	4
1vs1	37	243	135	.643	378	+ 6	4	1
1vs1	52	259	115	.693	374	+ 1	6	9
1vs1	46	936	596	.611	1532	+ 3	22	40

2p AT with MrNooknook

Mode	Rank	W	L	Ratio	Total	Streak	Drops	Disputes
Axis	P	86	59	.593	145	+ 2	1	6
Allies	P	52	38	.578	90	+ 3	1	2

Best Ranked with Random Mates

Mode	Rank	W	L	Ratio	Total	Streak	Drops	Disputes
2vs2	3	234	112	.676	346	+ 8	8	21
2vs2	33	550	343	.616	893	+ 3	24	81

 Most Played Faction/Mode:
 Ostheer 1v1 Ranked

 [PLAYER SEARCH](#)

13

Thread: [Congratulations balance team](#) 13 Apr 2020, 23:49 PM

Stormjäger wrote: 13 Apr 2020, 21:03 PM

And how exactly is getting rekt by a much better player doing a meme strat the same as getting rekt by equally skilled players spamming sections with minimal effort?

Dont know about you, but I consider seeking's (who im told is the ukf player in those clips) brits/allies a solid tier above mirageflas ost.


In: COH2 Balance


14


COH2.ORG » Ladders » PlayerCard » Sander93 Data provided by Relic Entertainment

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Sander93
 XP: 18,785,964
 Prestige: 3 
 Senior Sergeant Third Class 4 [33]



1v1 Ranked

Mode	Rank	W	L	Ratio	Total	Streak	Drops	Disputes
Axis	9	806	547	.596	1353	+4	22	3
Allies	23	132	78	.629	210	-1	1	2
Axis	P	0	1	.000	1	-1	0	0

2p AT with Steenzor

Mode	Rank	W	L	Ratio	Total	Streak	Drops	Disputes
Axis	9	806	547	.596	1353	+4	22	3
Allies	23	132	78	.629	210	-1	1	2
Axis	P	0	1	.000	1	-1	0	0

Best Ranked with Random Mates

Mode	Rank	W	L	Ratio	Total	Streak	Drops	Disputes
3vs3	5	144	64	.692	208	+7	0	3
3vs3	7	93	22	.809	115	+9	0	0

Most Played Faction/Mode: Axis 2p AT


PLAYER SEARCH


15


COH2.ORG » Ladders » PlayerCard » RepoRogue Data provided by Relic Entertainment

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RepoRogue
 XP: 8,185,628
 Prestige: 1 
 Lieutenant Fourth Class 2 [64]



1v1 Ranked

Mode	Rank	W	L	Ratio	Total	Streak	Drops	Disputes
1vs1	P	27	21	.563	48	-6	0	0
1vs1	298	158	124	.560	282	-3	5	0
1vs1	P	30	20	.600	50	-2	0	0
1vs1	P	23	16	.590	39	+1	1	0
1vs1	P	11	5	.688	16	+4	0	0

2p AT with God was here.

Mode	Rank	W	L	Ratio	Total	Streak	Drops	Disputes
Allies	P	21	23	.477	44	+1	0	0

Best Ranked with Random Mates

Mode	Rank	W	L	Ratio	Total	Streak	Drops	Disputes
2vs2	P	5	3	.625	8	+2	0	0
2vs2	P	0	1	.000	1	-1	0	0

Most Played Faction/Mode: U.S. Forces 1v1 Ranked

PLAYER SEARCH

16

[-] [ReanuKeevesCOH2](#) For the Rodina! 4 points 7 months ago

Balance team consistently are exceptional players ~top 100. Have tournament history. They are deeply invested in the community. The main important aspect is critical thinking. I have talked to a few and they always surprise me how well they weigh and articulate the impacts of small changes in balance. That is the most important criteria in my opinion. Imperial Dane is a great player and caster, but his ability to see the big picture in his balance rants is rather small(put gently). The balance team is 3 people iirc so it is not exactly the country club. I don't think there needs to be a way to join per se.

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17

Posted by [u/MainCobbler](#) 2 months ago

5 Does the balance team make the game better?



18

[-] [JaeForJett](#) -1 points 2 months ago

That's wrong though. 30% think we don't make the game better. That 30% doesn't just include people who think we make it worse, but also think that we make it more or less the same. It's entirely possible (though I wouldn't suppose) that all of that 30% is made up of people that think we make the game more or less the same, and that no one believes we make it worse, only that we don't make it better. I just found it ironic that the maker of the poll has no idea what its options even actually mean.

Also, I don't know how you're conceptualizing the numbers, but 70% means we're doing our job. That means we're making the game better for most people. That generally means more people enjoy the game because of us and that most people think the game is better off because of the work we did.

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[-] [MainCobbler](#) 1 point 2 months ago*

No surprises you have the agility in mental gymnastics to conceive that, 1/3 of votes by [r/coh](#) saying you make the game worse is an endorsement.

Here's a hint, the selection bias here is people who like the game stay on and people who don't stop following.

Stick to your day job.

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[-] [JaeForJett](#) 1 point 2 months ago

It's your poll. If you were just going to make an excuse the instant it got results you didn't want, why even make it in the first place.

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19

[-] [RepoRogue](#) 1v1 5 points 5 hours ago

Yeah, I agree. Orangepest is just not an agreeable person in general. I remember when he and Stormjager were raging non-stop about UKF early on this patch cycle, saying the balance team should quit if the tournament ended up being dominated by UKF. UKF ended up having a predictably mediocre showing, and they moved on to whining about other stuff.

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20

Holy cow, Brit infantry is powerful now by [TehBrownSheep](#) in [CompanyOfHeroes](#)

[-] [JaeForJett](#) 1 point 1 month ago

The biggest factor is the lack of real dps loss as models drop for the HMGs. Anyway, I always find it funny when people try to play the "im higher ranked than you" argument.

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21

Is Axis garbage? by Nobelissim0s in CompanyOfHeroes
[-] tightropexilo 14 points 7 months ago
28 hours in and already a balance expert. You will fit in nicely
permalink save context full comments (57) give award

22

[-] CheekyBreekyYoloswag 1 point 7 months ago
I think it's not about being disconnected from reality, it's about *being* in a different reality.
Look at <http://coh2chart.com/> for rank 500+ -> less than 10% of games played are 1v1s, while the majority plays 4v4s. So while pros review balance around 1v1s, >90% of the playerbase doesn't even play that game mode.
Just for the record, how often do top tier players like you and u/tightropexilo play 4v4 automatches?
permalink embed save parent give award

[-] tightropexilo tightropexigaming 2 points 7 months ago
I almost never play 3v3/4v4 these days. At the timezone I play in it isn't worth the effort, about 70% of my 1v1 matches are well matched but back when I was top 10 3v3 AT it was 1 in 20 and that just isn't an effective use of time. On top of that I enjoy the gameplay of 1v1 more.
2/5 most active balance team members are team game players, both in the top 10 of various 3v3 & 4v4 leaderboards and I will trust their opinion over someone whining on Reddit.
Some units don't scale well between modes but 7 man conscripts are not one of them.
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23

Can we just Ban "X is OP!!!" Threads? by Atomic_Gandhi in CompanyOfHeroes
[-] tightropexilo 5 points 13 days ago
Sometimes these posts lead to some misguided souls trying to post reasonable responses and can be learning opportunities.
permalink save context full comments (48) report give award

24

As Ostheer, should you ever build a bunker right next to your HQ to avoid paying 15 munitions each time to reinforce squads? by Paradoxical_Major in CompanyOfHeroes
[-] tightropexilo 18 points 1 month ago
Yes, this guy who has been posting Soviet balance whine threads for months doesn't know the absolute basics of other factions.
permalink save context full comments (16) report give award

25

Thread: **Congratulations balance team** 9 May 2020, 20:52 PM

Stormjäger wrote: 9 May 2020, 16:50 PM

I hope balance guys like J4J and Sturmpanther would consider stopping open hostility towards me every chance they get and AE stops roasting me about my complaints every day on twitch.

Sure, fair enough. I don't know why some people expect me to be amicable to them when they've openly and reptitively trashed on work that I and others I respect have done. They spend paragraphs of text, or minutes on end of speech, insulting us and then somehow act surprised when I form the opinion that they're, frankly, complete assholes and then treat them accordingly. Anyway, you've moved past this issue, so I will too.

In: [COH2 Balance](#)

26

Thread: Tier list 1vs1**22 Apr 2020, 12:52 PM**

OrangePest wrote:22 Apr 2020, 08:35 AM

Considering the conversations ive had with noggano and kimbo (The latter who thinks you basically lose the game if you dont kill the AEC valentine combo before 13 min you lose, and the former who when asked about what to do vs brits was "So far i think only 5 man are a good answer") i can with certainty say they used brits a significant part for a good reason.

Then say that instead of pointing out that a more or less expected number of players in the top 4 used UKF. My issue isn't that you don't have a point. My issue is that half of the points you bring up are misguided.

In: [COH2 Balance](#)

27

Thread: Congratulations balance team**13 Apr 2020, 23:49 PM**

Stormjäger wrote:13 Apr 2020, 21:03 PM

And how exactly is getting rekt by a much better player doing a meme strat the same as getting rekt by equally skilled players spamming sections with minimal effort?

Dont know about you, but I consider seeking's (who im told is the ukf player in those clips) brits/allies a solid tier above mirageflas ost.

In: [COH2 Balance](#)

28

Thread: USF doesn't need any more buffs this patch.**18 Feb 2020, 23:05 PM**

IncendiaryRounds☺ wrote:18 Feb 2020, 23:01 PM

And how is that even possible if they had the highest winrate in the tournament? Riflemen can now afford to charge volks behind sandbags from almost max range and now they're "struggling?????" And somehow USF deserved officer buffs and grenade tech cost reduction too????

FYI, the Kappa twitch emote denotes sarcasm.

Also, probably not a good idea to insult other users.

Anyway, what officer rifle buffs are you referring to?

In: [COH2 Balance](#)

29

Thread: [Sander's personal balance changes](#)

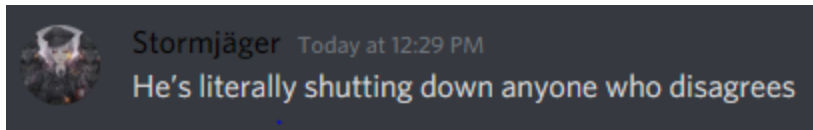
6 Jul 2020, 12:00 PM

If anyone disagrees with something, then that's completely fine and feel free to post arguments why and what you'd do instead, to change my mind or to help along the discussion. If you can't be bothered doing that then also please don't bother posting at all and don't pollute/hijack this thread with troll posts. I hope the moderators will kindly see to enforcing this.

This childish attitude is why members of the balance team do not like to engage in public discussions.

In: [COH2 Balance](#)

30



31

Thread: [Should doctrinal units/upgrades be superior?](#)

30 Jun 2020, 13:35 PM

Elpern wrote:

30 Jun 2020, 00:12 AM

This is false, the 76 has a higher firerate than the 85 thus making it stronger vs infantry

That is false, the reload is 6.35s for the T-34-76 and 6.4s for the T-34-85 (so completely negligible). However, the T-34-85 has better scatter (5 max range vs 6.9). So the 85 is superior in regards to AI as well as AT. The only thing the T-34-76 is arguably better at is cost efficiency in certain situations.

In: [COH2 Balance](#)

32

Fuck meta by -krizu in CompanyOfHeroes
↑ [-] [JaeForJett](#) 7 points 1 month ago

↓ Some commanders just aren't meant to be meta. The two best designed commanders in the game (partisans and encirclement imo) aren't even strong. They're the best because they're fun, have great synergy in their abilities, meaningfully change your play, and have a strong theme. I would never want to redesign these doctrines to be meta.

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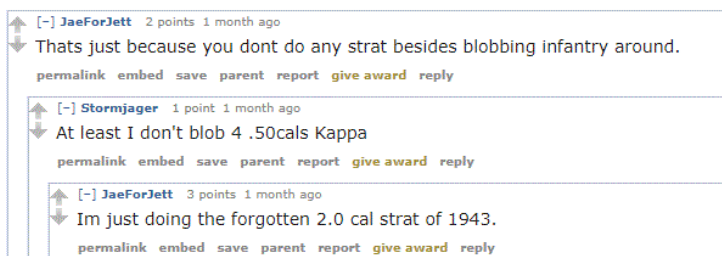
33

There should atleast be some price reduction or restoration to its pre-April 2020 patch.

I'm opposed to making the Pershing the single shot wiper it used to be, but I think maybe a slight buff to something is in order. To be honest, I'm not eager to buff any of the heavies right now: the 1v1 meta was dominated by heavies for so long. The current meta is way more diverse and interesting than either the heavy call-in or low CP heavy metas were.

When heavies are strong enough to be meta in 1v1s, games tend to play out in very linear ways. I'd prefer they remain niche but viable.

34



35

Thread: KT thread 26 May 2020, 18:15 PM

ShadowLinkX37 wrote: 26 May 2020, 17:53 PM

I mean, yeah, no one is going to go for a 270 fuel unit in 1v1s unless its a guaranteed win. It still works with elite armor because of the resource boosting and the early t4 allowing you to stabilize on the map without any vehicle presence. Most people will get preemptive double AT guns, meaning mediums arent as useful and saving up makes them waste that manpower. Anyway, the point is that saving up 270 fuel in 1v1s just isnt ever going to be a strong way to play the game no matter what you get as a pay off at the end, and thats probably fine.

In: COH2 Balance

Me: What is the point of the King tiger / Koningstiger?

RR: Mostly useless in 1v1s. Can be used as a resource sink the ultra late game if you just got a bunch of pop-cap wiped out and are floating. Its strong, but just so slow. Only use if you have the center of the map firmly locked down so that you can reduce your rotation distance.

36

Let's talk Guards rifle infantry by dollyyy in CompanyOfHeroes

[-] RepoRogue 5 points 1 day ago

That just isn't true in my experience. I've played against players from rank 3000 to rank 10 on the 1v1 ladder. The difference between a rank 50 and a rank 200 player is not that one of them blobs a lot and the other doesn't: the difference is that the rank 50 knows how to blob really effectively and intentionally and can punish the rank 200 player for blobbing badly and at the wrong time.

This subreddit really needs to move away from viewing blobbing as a noob tactic. It actively hinders people when they're trying to learn the game. Force concentration is one of the core principles of military tactics and strategy. There are very few situations where not having local numerical superiority is better than having numerical superiority.

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37

[-] tightropexilo tightropegaming 9 points 8 days ago

You do realise that volks get -10% RA at vet 1, basically what you are asking for already.

OKW veterancy was reworked away from them getting extra combat bonuses at vet 4 & 5 because losing a game vs OKW just because it went long wasn't fun.

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38

Thread: What is the rationale behind tier upgrades? 20 Jun 2020, 16:05 PM

Panzer Grenadiers are in a difficult position in the live game. We want to experiment with earlier deployment, before considering raw performance changes. Being able to fit Panzer Grenadiers more easily into a build, and acquire veterancy sooner should result in more build diversity for Wehrmacht

is from the original preview patch notes.

Not sure which increased power level of Allied infantry you are referring to anyway. There were hardly any changes to Allied early game infantry before PGrens got changed.

In: COH2 Balance

39

[-] [WhatD0thLife](#) 65 points 2 months ago

Awesome! There will always be a loud minority slinging shit at you guys eventhough you work for free to keep this game alive. Thank you for your time and effort.

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[-] [Andy_RE](#) Relic Entertainment 36 points 2 months ago


Balance team put in stupid work. There simply wouldn't be patches without them.

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[-] [Sandert93](#) 2 points 2 months ago

I like do stoopid work

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[-] [EvilTribble](#)  I think I have snow in my pants. -32 points 2 months ago

We would be better off without their input. They make the game worse every patch.

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[-] [WhatD0thLife](#) 2 points 2 months ago

Like clockwork the cockroaches come out of hiding to sling their shit!

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40

The, next issue is the balancing. You said the idea was playtested and wasn't too oppressive. Unfortunately, it's hard to place stock in that. Play testing really doesn't catch balance outliers as well as anyone would hope... Believe me, any play testing is appreciated, but historically, a lot of stuff slips through the cracks, even after being tested. More importantly though, I'm assuming (since you said "way back") that this idea was play tested at least 3 years ago. The game was simply very different at that time. Full stuns, instant squads wipes through crushing, and many other nightmares were common at the time. The power level of everything at the time was generally way higher, so even an average ability at that time could easily be a broken strong ability now. Obviously I'm not writing it off as oppressive based on the concept you outlined, but I am saying that the ability might as well be untested at this point.

41

[Relic has no idea](#) by [101DaBoyz](#) in [CompanyOfHeroes](#)

[-] [JaeForJett](#) 4 points 2 months ago

To give more detail, we have tightrope in New Zealand. Repo, mirage, Andy and I in NA. Then we have Sander and sturm in EU. Each of our time zones are about eight hours apart, and most of the team game perspective comes from that EU side. Discussions on any given topic (how to go about nerfing heavies, for example), can traditionally take place across 10+ hours of time. For the heavies example, it was way more. Holding that long of a meeting with these time zones just doesnt really work. Additionally, its not at all uncommon that the team arrives at a solution we all like after many hours of discussion, then three days later, someone lets us know that it wont be possible to implement. The group now has to discuss new options, and if we want to do another big meeting that matches everyones schedule, we have to wait maybe another week.

Thats why he described it as an iterative process. Things go step by step because it gives time for people to weigh in when possible. Sometimes thats on a 15 minute work break or on the morning bus ride. It means the process is more flexible because it takes less time to react to things (sudden concerns or realizations). Taking the extra time to circle back around and address issues doesnt mess the whole process up because the iterative nature means that delays dont require pushing stuff back (like canceling a hypothetical scheduled meeting on the new topic in order to fix the old topic).

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42

Because of 4th day of July , what are ur USF balance suggestions? by [piuro2](#) in [CompanyOfHeroes](#)
 [-] [RepoRogue](#) 3 points 7 days ago
 The Mortar and the M20 are by two biggest complaints for USF right now.
 Despite the mortar being relatively weak, I think its in a fine state: I still regularly use it in 1v1s to good success. But I think the M20 was overnerfed. We've had a lot of debates as to what to do with it, and none of them have been totally satisfying to everyone involved. Definitely on the radar for buffs, so long as we can get a consensus to buff it.
 The 1919 is inferior to the LMG42 but costs more
 It also comes on a much better squad that can equip a BAR in addition to it. Unlikely to change.
 USF Grenades are shockingly inferior to Brit Mills Bombs, having the same damage, but costing more to unlock, more to throw, and having a longer fuse.
 I agree that this is frustrating, but there is a good reason for it. The two squads that get them behave differently and as a result, use grenades differently. Riflemen are in your face aggressive as much as possible, so grenades on them augment their already very strong offensive power considerably. Sections, on the flip-side, are relatively weak offensively, so they either rely on grenades as their primary offensive tool or they use them defensively.
 There may be a happy medium on grenades for USF between their poor state now and their previous overpowered state. It would require some very careful tweaking, the first stage of which we already saw in the patch where they were made a bit cheaper in terms of manpower.
 The Greyhound is awful for its cost and CP. 10 fuel less than a Stuart and usually comes out later. No, canister shot is not worth that much.
 I don't understand this attitude at all, to be honest. The Greyhound has consistently been seen as good among high level players post-nerfs. It has much better and more consistent damage against infantry than the Stuart while boasting vastly superior mobility and maneuverability. Its the poor man's T-70 in a faction that has a much stronger early and mid game than Soviets.
 Tube Artillery in general is just really bad Rocket Arty in this game, but the Priest is probably the weakest of the lot.
 Wait, what? The Priest has the best one shot wipe potential of any artillery in the game. I don't think I've ever run across anyone who thinks its weaker than the Sexton before.
 Too many doctrinal units and not enough doctrines. There are so many units I'd like to try combined with other units. Assault Engineers, Cavalry Riflemen, M10, E8, Pershing, and Greyhound plus Priest if they got brought back into the light.
 It would be nice to see more doctrines for USF to get some more combinations of units.
 With the continued success of Mechanized in 1v1, and hints at the direction the game will go in from Miragefla's mod, I think its probable that USF gets yet another round of nerfs. Here to hoping at least a few other the underpowered units and abilities get looked at as well.
 I haven't been part of any big conversations on the balance team to nerf USF in response to its tournament success. Mechanized continues to be great, but the only part of it that I think is likely to get nerfed is the Dozer Sherman, which is in no way vital to that doctrine's competitive success.
 Personally, I'm pretty happy with where USF and OST are at the moment and am more interested in seeing what can be done to bring Soviets and OKW more in line with them. UKF probably should never be equally viable as the other factions since its got such a toxic design.

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43

R.I.P Grand Offensive, I'll miss you alot :(. we actually need a [MEME] flair btw. by [Kpen97](#) in [CompanyOfHeroes](#)
 [-] [JaeForJett](#) 1 point 2 months ago

I don't believe Hans has one. DevM has one though.

Jesulin's is OKW scavenge, Von's is SOV guard motor, and DevM's is USF armor.

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44

Thread: G43's are simply OP 2 Feb 2020, 16:28 PM

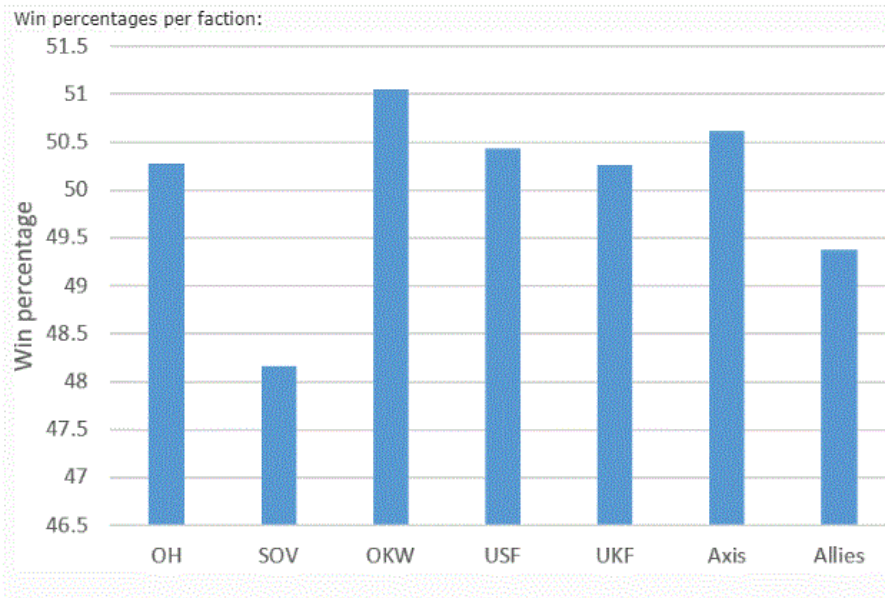
ZeroZeroNi wrote: 2 Feb 2020, 08:12 AM

yet another one of Lelic's money over balance design)

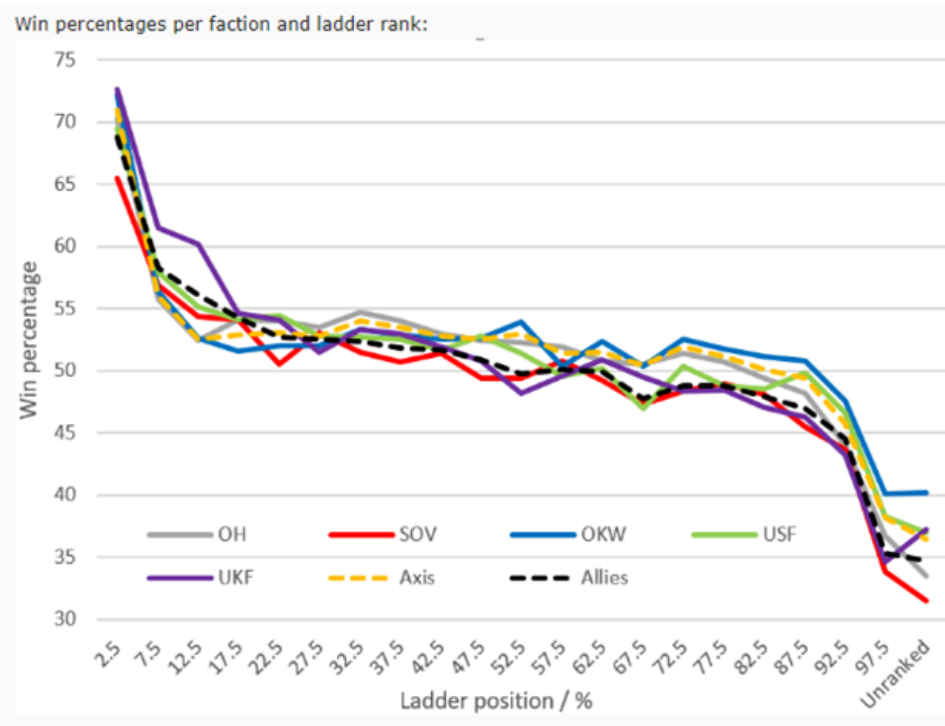
Hey, so it seems like you don't know, but the people that currently do balance and are responsible for the current state of g43s (me, the team, and the community) get paid absolutely nothing. Relic, the one that does get paid, has close to nothing to do with balancing right now.

In: COH2 Balance

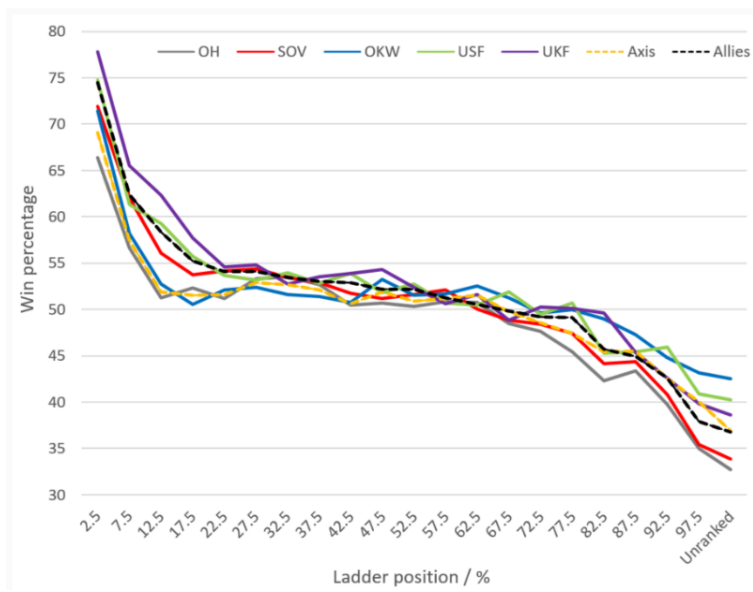
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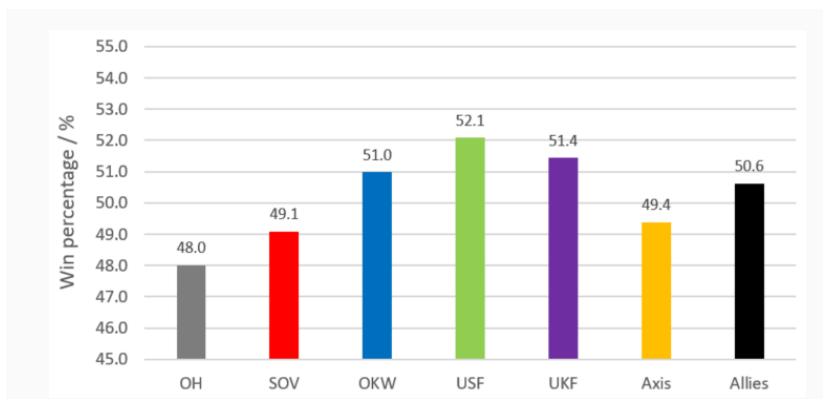
46



47



48



Thread: CoH2's big gameplay issues 21 Jun 2020, 19:31 PM

blvckdream wrote: 21 Jun 2020, 19:11 PM

In automatch people get matched based on their elo rating so WR will always be close to 50%. Not sure how that says much about balance.

The matchmaker creating 50% win ratios obviously only works for the middle brackets. On either side of the skill range this doesn't work. The total average win ratio still isn't a pure representation of balance, but it does show a decent enough perspective. The difference between the average total win ratios has shrunk since 2019 (from 52.1-48 to 51-48) and the differences in win ratios between the top 10% players have also shrunk quite a bit (from 78-66/65-56 to 73-66/62-55). In fact, at almost every skill level the difference in win ratios has either been steady (around the 50% brackets as expected) or gone down.

Which would indicate an improvement in balance, at least for 1v1, in sharp contrast to the 2v2 tourney. But as I've said, tourney stats are always highly unreliable due to the nature of the matches (spawns, best of 3s, etc.) and low sample size, and should never be used as anything more than something remotely indicative. The tourney results are definitely something to look at, but they are also definitely not a proper representation of balance.

In: Lobby

컴퍼니오브히어로즈 마이너 갤러리

연관 갤러리(0/1) | 갑주소 박사 | 차단설정 | 이용안내 |

최근 방문 갤러리 < 컴퍼니오브히어로즈 >

[일반] 마지막이라고 생각하고 적어봅니다

AshaBlois | 2020.06.22 03:44:03

조회 1141 | 추천 21 | 댓글 20

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탈락 해버린거에 솔직히 좀 씁습니다. 개인적으로 서훈하기도 하고 그런데 할 것지도 없는 사람 내가 억지로 얹어놓은거니 다 내탓이고 할 말이 없네요. 문도
안따라주고.

1대1 대회도 나름 준비한다고 했는데 문도 안따라주고 문이 연미라워도 준영을 하는게 실력이긴 한데...티끌 좀 피고 남고 민나가는건 정말 너무한거 같음.
대회 결과가 좋 문이 실력보다 우선이고.. 그걸 알고 문 안들어도 준영해야 하는게 실력이긴한데.. 참 여러 말에도 준영같이서 격려하고 기분이 좀 안좋네여.

대회 다 갔어도 오도배할 하는게 재밌으면 간간히 하겠는데 그거도 딱히 재밌진 않아서 이제 안할거 같음.. 이제 뭘 겹칠지 할줄도 없어서 막막하긴 한데 이
정도 재밌진 않아서..

나중에 2022 대회 열면서 같이 하자는 친구 있으면 그때 한번 돌아오든지 하고 일단은 헤어집니다. 바이바이! 그래도 그동안 재밌긴 했어요 이제 질려서 그냥
지

Translation: I don't know where to write it, but I would like to write it because I want to see it if I write it down. It may be a personal story, so I apologize in advance.

I have played CoH2 for ~5000 hours, but now I think it's time to delete it.

Honestly, the game itself is a bit boring, and I wanted to try and win a tournament. So I prepared hard from 2v2 to 1v1, but since I lost both of them, I honestly want to lose my mind and I can't do it anymore. The time of the tournament is also at dawn, so it's difficult [to play at that time]...

I personally thought the 2v2 competition was very important, but the team members did not want to do it, so I was shocked that I lost the quarterfinals too early because the teamwork didn't work well and I wasn't well prepared. People who are sad and have no intention to do it. It's all my fault and I have nothing to say. No luck.

He said he was preparing for a one-on-one tournament, but even if there was no luck and no luck, it was a skill to run it... It seems that it is really too much to miss the 40 remaining [??].. The result of the competition is always luck. Even if you are unfortunate to know about it, it is a skill to operate it.

If it's fun to auto-match even after the competition, I'll do it for a while, but it's not really fun, so I don't think I'm going to do it anymore.

If you have a friend who wants to join you later in a 2v2 competition, then you can come back once and then beat it. Bye bye though, it's been fun for a while now.

51

[-] RepoRogue 1v1 1 point 45 minutes ago

Averages are an average, you're wanting to focus on the extremes

You're completely missing the point. I don't think win rate data is a valid way to examine faction strength. The question being asked is "which faction do you think is strongest." I disagree with the majority here, and I definitely disagree with people using OKW's low level inflated win rate to declare them the strongest faction when they are borderline unplayable in tournaments.

Games have different and generally worse balance at low skill levels. That's pretty much universally true across all types of games. Whether you're talking about a video game, a card game, or a board game, some strategies will work against low skill opponents while being ineffective against competent ones.

OKW is a noob stomping faction that does not perform well against even somewhat competent opponents. Its relatively hard to screw up your early game build order (where a lot of low level games are decided); you have a mid game threat that is often game winning against an unprepared opponent; the faction's weaknesses (like expensive tech and units, no early snare) require some baseline game knowledge and decent tech timing on the part of your opponent's to actually exploit; and finally, the solid one-on-one performance of OKW's vehicles works best at low levels where vehicle control is poor.

I care far more about the tournament presence of a faction than its average win rate across all skill levels. Tournament presence, especially in the semi-finals and finals, is indicative that the best players are confident in a faction. OKW has had almost no tournament presence in the last two events, which indicates that good players don't think their best chance of winning is to use OKW.

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52

- Shock Troops: Grenade cooldown reduced to 20 from 30 (but frag grenade and smoke shared cooldowns)
- Airborne Guards: -20 mp, 33% gun drop chance changed to 10%, strafe cost reduction, tactical assault ability added to PPSH upgrade
- Assault Guards: Given 3 thompsons
- Partisans: Sight range, faster cap speed, ambush bonus, flag-stun booby trap ability
- Partisan Tank Hunters: -7 to reinforce cost, lower reinforce time, sight range, faster cap speed, ambush bonus
- KV-1: Hulldown ability added
- DShK: Arc increased, penetration increased
- Conscript Assault Package: CP reduction
- For Mother Russia: Troops stop sprinting in combat

53

Thread: SU 76 update 5 Apr 2020, 10:22 AM

thedarkarmadillo wrote: 1 Apr 2020, 15:09 PM

That's simply not true. If my memory serves me right the stug has 140 armour, meaning even at point blank the t34 can bounce it 15% of the time and at max range the t34 only has 80 pen which translates to only a 57% chance to pen.

Ah, but you see, you forgot the part where we on the balance team have been trying to destroy his favorite faction for years. Its a simple fact you forgot to consider in your number calculations.

In: COH2 Balance

54

[As Ostheer, should you ever build a bunker right next to your HQ to avoid paying 15 munitions each time to reinforce squads?](#) by [Paradox-ical_Major](#) in [CompanyOfHeroes](#)
 [-] [tightropexilo](#) 18 points 1 month ago
 Yes, this guy who has been posting Soviet balance whine threads for months doesn't know the absolute basics of other factions.
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55

[not fun](#) by [\[deleted\]](#) in [CompanyOfHeroes](#)
 [-] [tightropexilo](#) 7 points 3 months ago
 Maybe you should try some other factions, I think you will find that soviets are not disadvantaged the entire game
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56

[How do you counter ppsh conscripts?](#) by [YandereTeemo](#) in [CompanyOfHeroes](#)
 [-] [JaeForJett](#) 1 point 2 months ago
 I'm responding late, but I felt the need to chime in because I very much DO NOT encourage using HMGs.
 Between oorah and hit the dirt, ppsh cons have so many tools to deal with your HMGs. Also, the raw potential DPS from their ppshs mean that if you forget about an hmg for around up to 5 seconds, it could get wiped and stolen away. Finally, soviets in general benefit so much from stealing team weapons that giving one over can often be game losing. In summary, ppsh cons have the tools to deal with HMGs, the DPS to wipe them, and benefit massively from stealing them.

57

[Some balance chats I had with RepoRouge \[Part 1\]](#) by [OldSchooler22](#) in [CompanyOfHeroes](#)
 [-] [JaeForJett](#) 5 points 1 month ago
 People forget to consider a lot of things when it comes to power budget. OKW gets a non doc heavy, and non doc elite infantry. OST gets specialized mines, and tech skipping. Axis in general get nades and weapon upgrades with mainline tech. USF get vehicle crews and better moving accuracy on their vehicles. UKF get cheap, quick teching and their base 25 pounders (also, sections...). SOV have the t70, that highly synergistic utility based roster repo was talking about, and 6 man team weapons.
 A special point about 6 man team weapons is that its not a maxim/zis/pm38 trait since its basically a hard coded soviet specific mechanic. Losing a team weapon as soviets is far less punishing since, if the enemy steals it, they miss out on the extra 2 models. Stealing a team weapon as soviets is also disproportionately rewarding since you get 6 men with it. Technically the strongest AT gun isnt the USF M1 AT gun. Its the SOV 6 man M1 AT gun.
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58

[-] **JaeForJett** 7 points 9 days ago

OKW not being picked

I generally agree that this is because they're not nearly as well rounded as ost are. They have a weaker early game compared to ostruppen ost, or a weaker core infantry line compared to german infantry ost - while also being less flexible. Going mechanized as OKW is a really big investment in order to get a shock vehicle during the light vehicle phase, while ost can get a 222 or flame halftrack with a comparatively small investment. Not only that, but going mechanized now guarantees that you'll be behind the curve on infantry engagements because your folks are going to be facing upgraded allied infantry. Overall, I'd say that OKW gradually lost a lot of raw power as patches have gone on, and while they've gained some flexibility, it's finally reached the point where the lack of power is starting to show. As an example, at high level play, they went from the strongest early game faction at one point to eventually being the weakest.

Ost and its doctrines

Kind of tough for me to imagine why this is the case now but not before. German infantry and the ostruppen doctrines have remained largely untouched the past 2-3 patch cycles. I would think the new T4 passive ability is a factor, but it's not like T4 was all that popular. I think the rise of ostruppen doctrines has more to do with changes to top player mentality than it does with changes to units and factions.

As for the Allied factions, I feel like the Brits were overnerfed during the last mini-patch and we've barely seen any of them.


Don't really think that's true at all. DevM and luvnest aren't brit players. Seeking, kimbo, and noganno sometimes pull out brits, and quiritz is primarily a brit player. We had 3 out of these 6 players use them in the last weekend of play. There were 3 players who could have gone either way on brits, and 2 out of these 3 made use of them. Representation wise, this seems fine to me.


Soviets have very little variety in their build orders...T-70 feels like a crutch that they have to rely on to keep their head above the water during the early/mid game


Yeah, basically that. Balance wise, they're not bad at all at a high level. Build variety wise, there's relatively little. I'd nerf the t70 even if it meant that we had to buff literally every other soviet unit, but Scope.


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59


**miragefla** 06/22/2020
Would we say T70's a balance issue?
Or just a super cruch due to Soviet early-mid (edited)

**ste470** 06/22/2020
Ci sono italiani su questo server

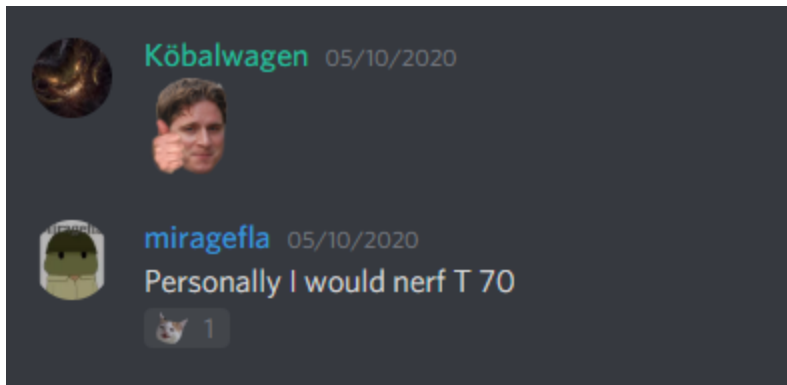
**batu/riza** 06/22/2020
huh?

**ste470** 06/22/2020
?

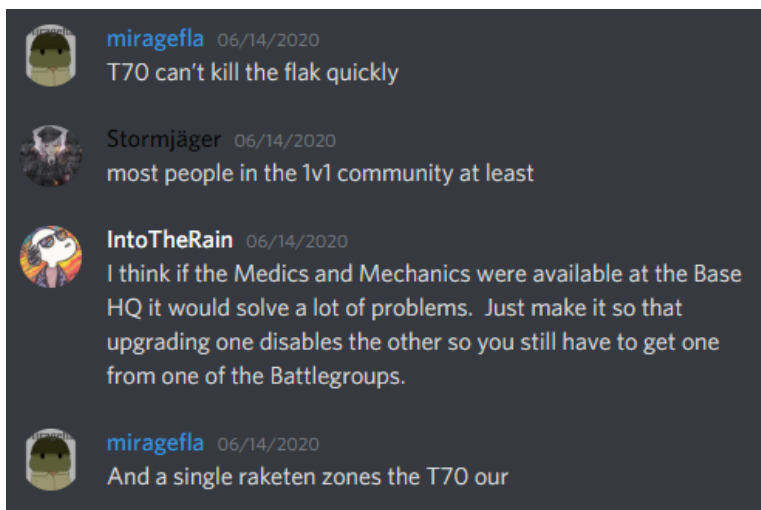
**batu/riza** 06/22/2020
t70 is fine

**Sovereign** 06/22/2020
It's a super-crutch.

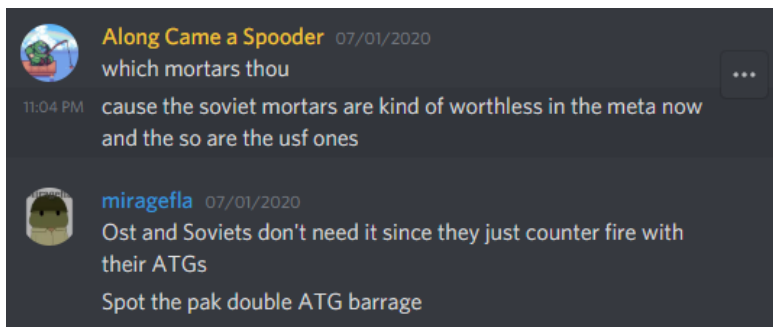
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61



62



63

[Do Brits really Need Commanders To be successful?](#) by [TimeKeeper04](#) in [CompanyOfHeroes](#)

↑ [-] [RepoRogue](#) 1 point 14 hours ago

↓ It depends on your definition of "successful." All of OST's meta builds rely on commanders: Ostruppen, Assault Grenadiers, and five man Grens. Grens are viable, up to a point. OST's late game in 1v1s is also pretty mediocre without Tigers.

Soviets can get by with less doctrine use than OST since Cons are super solid and Penals are at least viable. Soviet late game options can be a bit spotty without doctrinal units, but I think they manage a lot better in the long game than OST thanks to the SU-85, Cons, and 6 man team weapons.

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64

Thread: What is the rationale behind tier upgrades?

20 Jun 2020, 10:07 AM

Vipper wrote:

20 Jun 2020, 09:23 AM

Because they kept making more powerful unit available earlier and thus both PG and Ober were facing powerful vetted infantry when they arrived.

The changes for Panzergrenadiers hardly had anything to do with the opposition they faced, clearly demonstrated by the fact that their new timing is only 1-2 minutes faster than what it used to be which barely makes a difference in enemy veterancy or weapon upgrades, and much more with the fact that they were incredibly hard to fit into builds when they were available at a time where most players would rather / had to invest in light vehicles or an ATG.

In: [COH2 Balance](#)

65

[1300 hours in, the OKW still needs work.](#) by [\[deleted\]](#) in [CompanyOfHeroes](#)

↑ [-] [Sandert93](#) 9 points 2 months ago

↓ The big problem here is that you don't play OKW yourself, which means you're very likely missing out on a lot of their weaknesses because you've never experienced how other players beat OKW.

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66

[My experience after a 4 year hiatus](#) by [The_Indefatigable](#) in [CompanyOfHeroes](#)

↑ [-] [JaeForJett](#) 6 points 1 month ago

↓ | Why, then, veer this game into the competitive mindset?

The answer already lies in the post you responded to. Highly asymmetric factions and a game that prioritized spectacle just didn't really retain players. COH2 on release was more style than substance, and that dynamic didn't seem to work. Obviously modern COH2 would ideally be a lot of style and just as much substance, but with how the development cycle seemed to be heading, something had to give and I'd like to think that the month to month player retention rate means that COH2 is better off for it regardless. While it goes on sale fairly often (even being free to grab during some stretches), it's a 7 year old game that hasn't had official support, much less new official content, in years. Most games that fit that criteria struggle to stay relevant in any form, to my knowledge. Again, I'd like to think COH2 has fared better than that.

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67

Why don't the Soviets get any defense structures? If giving USF a mortar was for balance, why not Soviet bunkers? They are the only faction without a single defensive structure, or vanilla forward healing without being forced to use commanders. by Paradoxical_Major in CompanyOffences

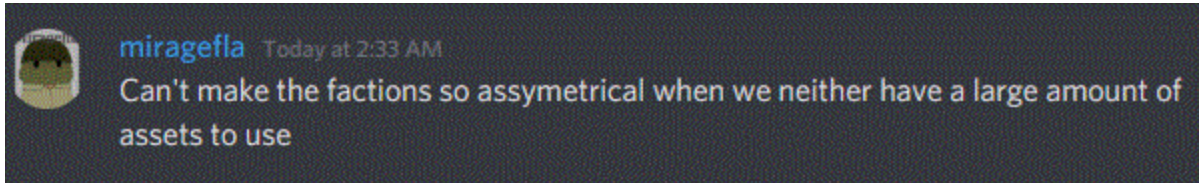
[-] JeeForJett 8 points 1 month ago

⬆ The issue is that you could make this exact same argument for any unit role of any faction.

"Why don't USF/OKW get snipers? If giving SOV a bunker was for balance, why not snipers? Or flamethrowers. Or vehicle crews. Or merge."

See, the issue is that you're saying "balance" even though that's not the right word. You're not arguing for soviet bunkers for the sake of **balance**, but instead for the sake of **equality**. The two are very different concepts. Equality means that factions have the same things or are the same. Balance means that they have the same power level. One of COH2's big things is asymmetric balance for factions - more relevantly rephrased as "factions that are unequal but still balanced," theoretically anyway. Inequalities between factions only need to be fixed when they lead to unfun play patterns or imbalance. This is because fixing inequality simply for the sake of pushing equality necessarily leads to the line of thinking above: why can't this faction get snipers/flamers/merge too?

68



69

⬆ [-] RepoRogue 1v1 13 points 9 days ago

⬆ I broadly agree with most of what you've said here.

USF and OST are both, in my opinion, the best and most flexible 1v1 factions. USF is strong at every stage of the game, can be played proactively or re-actively depending on game state, and has just a ton of options. Mechanized is especially good.

OST has a less even power curve with a generally weaker early and late game but an incredibly strong set of mid game power spikes. OST is the scariest faction when they get ahead, and they have a lot of power spikes to potentially get and stay ahead.

As for the Allied factions, I feel like the Brits were overnerfed during the last mini-patch and we've barely seen any of them.

Perhaps. The first weekend of the tournament was played before the patch and saw relatively little UKF play. My theory is that it was more of a meta adjustment: players recognized that UKF was weaker overall, especially in a meta with very little OKW. The nerfs were aimed mostly at curbing UKF's incredible oppressiveness against OKW and dealing with some wildly OP doctrinal abilities that had been overlooked before.

UKF is strong in a meta dominated by OKW, but weak in an OST meta. All of UKF's early and mid game tools match up incredibly well against OKW but much worse into OST. UKF is kinda poorly designed to the point where if they're competitively good, then they're usually really unhealthy and miserable to play against. For that reason, I think its best if UKF remains a bit under the power level of USF and Soviets and remains an anti-OKW meta/pocket pick.

[-] RepoRogue 1v1 1 point 2 hours ago

I'm really confused by what you're saying. OKW is lowest or second lowest from like 27.5% to 7.5%. They have a spike at the very top, but so do all factions. They are the best faction at 57.75% and below, which really inflates their overall win rate.

3% isn't a big disparity between top and bottom. Most MOBAs have an acceptable balance range of 3% to either side of 50% (for most characters). Most card games balance around much bigger disparities. 50% win rate on average is simply not the ideal goal of balance. When it is achieved, it usually means that higher burden of execution characters/factions are over tuned.

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[-] LordRahl1986 murca garden yeah 1 point 2 hours ago

But mobas have to balance around team comps, where as CoH does not. Mobas dont have 1v1. But let's look at the top then shall we?

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[-] RepoRogue 1v1 1 point 2 hours ago

While its true that MOBAs balance around team comps, a single Champion hypothetically should have far less individual impact on the outcome of the game than a faction. Which means that when a champion is performing at, say, 57% win rate, that usually means there's been a catastrophic balance failure. I'd also consider that very bad in an RTS, but there are games where that would be considered fine, such as in most card games.

And yeah, do look at the top level stats. OKW is weak at all but the very highest level, where every faction but Soviets are very close to even.

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[-] LordRahl1986 murca garden yeah 1 point an hour ago

There is also a lot more variables in a MOBA, such as game time, player ability to last hit, in the case of a carry, how good their support is, item build, etc. And that's why win rates are an average of all levels

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[-] RepoRogue 1v1 1 point an hour ago

You know that's the opposite of true, right? Go to any website or app that offers League of Legends winrate data: Mobalytics, OP.GG, Blitz.GG. Every single one is Platinum+ only for their winrate data, because low level data is just so cluttered by uneven skill.

For reference, the current Plat+ population is the top 10.8%. if you only look at that bracket for CoH, then OKW is clearly struggling outside of the top 2.5%, where all faction's have inflated win rates.

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Thread: An Old Schooler's Rant and Observations

18 Jun 2020, 21:08 PM

James Hale wrote:

18 Jun 2020, 10:18 AM

A pretty respectfully worded post overall. As a member of the balance team and a tournament player, I'd like to clear some things up though.

Call in vs. constructed inconsistency is annoying, but I think the more important question on that front is if the implementation in each case makes for better gameplay. Why keep a unit as a called in unit if this very aspect causes problems (balance or otherwise). Sometimes switching a unit from a callin to being constructed fixes real issues in the game. That said, I am personally of the opinion that units should default towards being constructed instead of called in. On another point, frankly, what people wanted from this game or what people decided about this game in alpha is completely irrelevant. Everything was different back then, and those opinions were held based on factions, units, and gameplay systems that were entirely different. If anything, game design decisions/perspectives held early on in the games life cycle didnt seem to make for a game that was fun to play or balanced.

As for polish and bugs, thats mostly just out of most of our hands. Mods are built by miragefla, then when they go for live implementation, theyre rebuilt by andy on the relic end. No one else really has direct control over the implementation and polish of these changes.

In: COH2 Gameplay



Posts: 2428 | Subs: 5

For the record, Tightrope's tests aren't very conclusive because the Tiger I has always been weak against spread out squads because of its relatively small AOE. Its strength comes from high ROF, getting a lot of shots into clumped up squads (which happens a lot in real matches) which is impossible to test outside of getting a ton of real games in. The adjustments are minor, only geared towards reducing the OHK potential so that it doesn't wipe as much, so overall performance in a real match should still be good. The adjustments are not meant to make the Tiger (and the other heavies) necessarily weaker, but rather to make it (them) less oppressive. Heavies are still meant to be viable units.

AOE is hard to adjust because we have to basically guess the values because there is no way to standardize the values into some kind of performance gauge. Only the "live test" will show how it ultimately performs and if it needs any further adjustments.




MULTIQUOTE



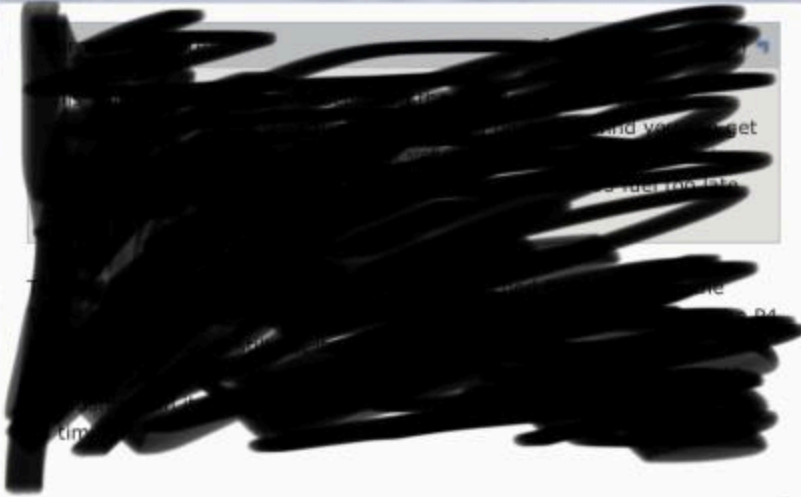
REPLY

Sander93

6 Jul 2020, 15:18 PM #52



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Stormjäger wrote:6 Jul 2020, 14:44 PM


I wonder who it was that disputed Tightrope's video on the AoE adjustments and claimed his own personal opinion was the valid one.

Tightrope's video incorrectly suggested that the Tiger's AOE was really bad based on a single test, which yes, I did dispute and still stand by. The new Tiger AOE is still good. But some people's AOE calculations showed that it was hit by the nerfs just a little bit harder than the other heavies, which this change is meant to remedy.

I'd also like to hear which of Miragefla's changes would improve 1v1s and what I didn't address, because as I've said I don't play 1v1 and I haven't watched as many replays/casts/streams lately to get the complete picture of what's going on there.

REPORTMULTI QUOTEREPLY

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Jae06/18/2020

i personally forgot that automatch still mattered for my ranking bracket