

The projectile tracking on some of these weapons need to be fixed



9/5/18, 5:54 PM

No



9/5/18, 5:49 PM

Auto aiming sucks often shots fire in the air



9/5/18, 5:42 PM

Not really



9/5/18, 5:16 PM

Some line of sight weapons hits not doing damage on occasion.



9/5/18, 4:58 PM

I have trouble aiming sometimes because of the high turret agility



9/5/18, 4:53 PM

Nope, but my effective range is short with grenade and carronade



9/5/18, 4:22 PM

Torps are too easy to dodge now, fire damage still needs a nerf



9/5/18, 4:09 PM

Ex cannon cooldown is a little too long and flare is kind of op imo.



9/5/18, 4:00 PM

Yes



9/5/18, 3:12 PM

Aiming is terrible. Mortar are useless after latest update >

9/5/18, 3:08 PM

I don't but the agility of enforcer and the turret of others make it useless >

9/5/18, 3:03 PM

Mortars even harder to hittorps too >
Grenade is also harder flare gun need more in front of the ships as well as railgun i cant hit anything..8

9/5/18, 2:56 PM

Torps hardest to land, grenades next, railgun and ECI don't use but are easier to dodge, mortars are easier to land. >

9/5/18, 2:43 PM

Hitting the targets in general Nd controlling the ship



9/5/18, 2:25 PM

Since I use Explosive Cannon in my main set up, yes I do.



Some shots not registering. Please look into this matter.

9/5/18, 2:22 PM

yes harder to hit targets with this agility update...



9/5/18, 2:19 PM

Not that I know of, nope nothing.



9/5/18, 2:17 PM

Yes... the ship keeps turning on its own can't even aim... I am shooting at waves not ships...



9/5/18, 2:15 PM

The rail gun doesn't do enough damage to even start earning towards an achievement upgrades

9/5/18, 2:15 PM

Yes, but is more a target lock issue. One match my setting is good the next it either wont break lock or wont lock and bounces from Target to target.

9/5/18, 2:12 PM

Nope

9/5/18, 2:09 PM

Hate the update

9/5/18, 2:08 PM

Nope



9/5/18, 2:08 PM

No



9/5/18, 2:05 PM

No



9/5/18, 2:03 PM

No, the update helped me.



9/5/18, 1:59 PM

I'm a defender, I need powerful weapon for short range and mortars are not suitable for that



9/5/18, 1:57 PM

No



9/5/18, 1:57 PM

Functionally no, but waiting for duplicates to evolve takes too long



9/5/18, 1:56 PM

I am playing this game form the Global Launch I use Berta as my heavy Dmg weapon because thats only I got and I practiced it. As berta is slow I used to lead shots which will make me get a bigger damage But this agility thing made them easier to dodge even defenders are dodging thats making me feel bad. I will get adopted to this agility thing But my teammates cant figure that and I am losing Lost 600 infamy in a day Dropped from 3800 to 3200 Wish they could do something about this and Thanx for the Survey



9/5/18, 1:56 PM

No



9/5/18, 1:56 PM

No, but I have been committed to using my blast cannon and fire bomb combo on my mk5 speeder. It is hard to change setups after you have found your favorite combo. But my opinion on those weapons after the update are a lot worse than what I originally thought. It went from kinda underpowered to underpowered or low tier.

9/5/18, 1:56 PM

target tracking has lag sometimes, also sometime shots dont get registered

9/5/18, 1:54 PM

Torps sometimes dont go where i want them to get when i rotate because of the turret agility

9/5/18, 1:48 PM

No

9/5/18, 1:48 PM

mortars and torps not usable any more,
opponent ships can always move away
long range weapons with slow projectiles (ec,
bc, mortar,torp) rarely hit, no prediction of
opponents place possible any more
speeder/enfo is almost impossible to hit with
overboost and/or nitro -> with tesla shield it's
impossible

9/5/18, 1:47 PM

Yes torpedo and mortar greatly devalued.
Particularly torpedo, which is not only easy to
avoid but extremely hard to aim because of
instant turret spin

9/5/18, 1:46 PM

No

9/5/18, 1:45 PM

Yes carronade is not powerful enough

9/5/18, 1:44 PM

Yes all weapons are harder to shoot



9/5/18, 1:43 PM

Yeah



9/5/18, 1:34 PM

Aiming is more difficult due to turret speed



9/5/18, 1:27 PM

Yes, fire bombs, mortars, torpedoes are useless.



The only red item that is useful is cannons.

9/5/18, 1:23 PM

Torps - Too easily dodged



Mortars - Same, though not as much

9/5/18, 1:21 PM

The mobility of the torret is too high and is difficult to set a target, i dont use sticky targets cause I dont like it.



9/5/18, 12:54 PM

Certain cannon shots from blast cannon not registering



9/5/18, 12:44 PM

Yes, It's too difficult to hit the target :/



9/5/18, 12:44 PM

YES! Can't aim for ??, fix your game.



9/5/18, 12:43 PM

Maxed out turret agility in the new update makes it hard to hit enemies with weapons that have slow projectile speed!



9/5/18, 12:31 PM

Yes I can't drive aim ahead and fire then aim at someone look at ship I'm backwards in the rocks I'm surprised my boats float



9/5/18, 12:24 PM

It would be easier to hit with torps and mortars if frost wasn't so weak. I've been waiting for an explosive cannon for months and I haven't gotten even one

9/5/18, 12:16 PM

Sometimes they hit but it does not detect the enemy and it dosnt do damage

9/5/18, 12:10 PM

Haven't had the chance, I've just been using cannon/sniper cannon on my Fixer. My shooter uses these weapons, and I only bring him out during events because of event coin payout, (but that's a whole 'nother issue.) I also feel Napalm is a bit weaker now as well.

PS I think you should've added an option why
textbox for each ship asking the surveyor why
they think how said ship was effected. Also
maybe for the controls and accuracy questions.

9/5/18, 12:08 PM

Rg hits not registering



9/5/18, 12:03 PM

No just the carronade needs more training and so
does firebomb



9/5/18, 12:02 PM

Yes the aiming messes with my torp i run a torp
setup



9/5/18, 12:01 PM

Impossible for touch the target



9/5/18, 12:01 PM

Naplamm! It does dmg even if it goes off.



9/5/18, 11:51 AM

No



9/5/18, 11:49 AM

na



9/5/18, 11:40 AM

Yes, it may take some time to use them probably. >

9/5/18, 11:38 AM

No



9/5/18, 11:32 AM

still learning after new update



9/5/18, 11:30 AM

No.



9/5/18, 11:25 AM

I can't aim,the aiming is too wild now and i HATE >
it. ALL OVER THE PLACE.

9/5/18, 11:21 AM

Enemy can avoid my shots easily. >

9/5/18, 11:17 AM

Sometimes my explosive cannon doesn't register >

9/5/18, 11:08 AM

Aim is so hard >

9/5/18, 10:56 AM

It's so hard to hit a far target >

9/5/18, 10:42 AM

As I main Enforcer, some weapons just aren't >
available for me to use and I'm okay with that.

9/5/18, 10:17 AM

Yes extra agility makes ship uncontrollable, and it makes dizzy to watch ships moving round and round, it is extra sensitive.



9/5/18, 10:11 AM

yes



9/5/18, 10:11 AM

No



9/5/18, 10:03 AM

Torpedoes are now less effective.



Same with mortars.

Same with mines.

Too much agility. Must be reduced.

9/5/18, 9:49 AM

Mortars and torpedoes are very hard to land now, >

everyone can dodge them

9/5/18, 9:43 AM

Obviously this update made every ship enforcer and speeders effectively killing the dynamics of the game or mechanism behind it you can say.

9/5/18, 9:40 AM

no

9/5/18, 9:25 AM

Not

9/5/18, 9:21 AM

Yes, turret agility and ship agility are to sensitive

9/5/18, 9:18 AM

No

9/5/18, 9:17 AM

I can't hit anyone using my weapons. I have to be so close to enemies to hit them which is so risky.

9/5/18, 8:41 AM

Nope



9/5/18, 8:34 AM

Grenade and Torps are useless



9/5/18, 8:23 AM

Long range weapons are difficult to aim when you have to lead a shot with new agility



9/5/18, 8:16 AM

No



9/5/18, 7:33 AM

Yes, mortars, grenade, torps, and mortars are all much more difficult to aim with how sensitive the turret is now, as well as players ability to evade incoming shots.



9/5/18, 7:24 AM

i can say that im a explosive cannon expert. So today when i shot one from far by the expected path of the opponent fixer, i missed. It supposed to hit but too much agility means that its not.

9/5/18, 7:22 AM

Torps are much harder to aim due to high turret speed

9/5/18, 7:09 AM

Hard to aim af.

9/5/18, 6:57 AM

You can't hit crap with mortars and torps

9/5/18, 6:43 AM

Mortars and torps are easily evaded

9/5/18, 6:35 AM