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Subject: Fix the damn gun

Posted by [Hulkcore](#) on Sun, 05 Dec 2004 20:17:49 GMT

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AircraftkillerHulkcore you don't know shit. You're the same kind of person who thinks the AWP in CS is balanced.

Ramjets can kill you from anywhere you can be seen. They reach the maximum view distance and easily tear apart light vehicles, infantry, and even damage structures with their charge of C4 explosives.

In C&C, which this obviously is not anymore, commando units such as the "ramjet snipers" in Renegade could barely damage vehicles. They killed infantry and that was their entire purpose, along with structure demolition.

Command & Conquer was balanced. Renegade is not. One unit should not be so multipurpose as to totally negate the need for several units.

You would say it's balanced to have a button that only Havoc\Sakura can press that instantly kills the enemy team, if it were placed inside the Barracks\Hand of Nod. You would argue that you'd need more skill in order to get to their base and prevent them from pressing the button that effectively kills your entire team over and over until they decide to stop doing it.

It doesn't take skill. Neither does using a n00b cannon Havoc\Sakura. I went into Renegade with it the past two days and easily destroyed everything without a problem, and got over 170 kills on a particular server over the course of five or six games before being banned for "known cheater," even though RenGuard was running.

n00b cannons are not balanced. Renegade is not balanced. It may be whining, but that's irrelevant, I'd rather whine than have idiots like you dictate how the game is played when you know nothing about what makes a game Command & Conquer.

I could really care less if Renegade is an exact replica of C&C 1. I don't want it to be. I want it to be Renegade. Renegade cannot and will never translate to anything close to C&C 1. Why? Because they are completely different games. In the RTS, you could also have hundreds of different units on each team, that can't happen in Renegade, so it is necessary to make every unit multifunctional. When you're limited to around 16 ppl per team in general, you need stuff to be multi purpose, hence mob/mend being good at killing anything close to it. Hence Gunner being good at killing almost anything if the user has some aiming skill. Hence APC's being able to hold their own against lights and stanks, as well as mobs/pics/etc... Hence every infantry having c4. Hence, Helis being good against tanks and infantry.

And how's this for balance? The heli is nearly impervious to sniper fire and mostly all infantry. So now we have a unit that can ONLY be taken down by other helis. That's not realistic nor balanced at all. In real life, and in C&C 1, the counter to Helis is a nice GUIDED missile, which due to the limitations of the engine, we can't have. So...to keep the heli from bringing unchallenged death and destruction, there needs to be at least something to take it out, so...snipers.

I would see it as unbalanced if NOD had ramjets and GDI didn't or vice versa, but since both teams have the exact same unit it's simply another reason to try and take out the HON/BAR asap, or kill the ref/pp and make them too damn expensive to buy. There's a billion ways to win Renegade matches, ramjets or no. As it is, the ramjet gives a good reason to stop sniping and take out a building or two so you can snipe unhindered.

And btw you're the idiot that's trying to dictate how the game should be played. I simply enjoy it for what it is, a GREAT game that I love. You're the asshole trying to push his gripes about sucking against snipers on me and everyone else.

And what the hell, you're making up a random killing button? What does that have to do with anything? You're a complete moron. Does it take skill to defend against good snipers? Yes. Does it take skill to take out the HON/BAR, yes. So? Get better.

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