

Quote:So is Mobius.

No, he's not. Mobius is only good at close range and takes more time to destroy a Buggy or Hum-vee than a n00b cannon does.

Quote:Frankly, what you and everyone else seem to be whining about with these sniper's is that they can in fact... shoot long distances. We're all agreed that the points given per sniper bullet are way to high. So that should be changed for the sake of balance. However, when it comes to the damage the Ramjet and the basic sniper rifle do against vehicles, all of you use your brains and stop thinking on an all-or-none basis.

No one has a problem with them shooting long distance. That's the entire point of a sniper rifle.

The n00b cannon does not need to damage vehicles anywhere near as much as it does now. Maybe 5% of its current vehicle damage is acceptable, but not what it is immediately.

Quote:What most of you seem to be forgetting is that Renegade is based off of (not a replica, as far as I know) of an RTS (real time strategy game) called Command and Conquer Tiberian Dawn.

I've been following Renegade since 1998. It was pitched then and was pitched in 2002 as being C&C95 in first person.

Quote: Stop whining about why there is a big bad sniper owning you and select a unit or a vehicle that can deal with it.

Both "snipers" destroy all of these units:

MRLS
Artillery
Hum-vee
Buggy
Orca
Apache
Transport Helicopter

All infantry

What does that leave undamaged, but getting horrible points off?

APC
Mammoth Tank
Medium Tank
Light Tank
Stealth Tank (which literally gives off like 23 points a shot)

Oh yes. Lets get those units so they can shoot my Light Tank for 10 points a shot. By the time I drive across the bridge on City Flying, assuming I haven't been shot up already, they can have 100+ points from just shooting at my tank. By the time I destroy one, I made no point profit. I gave the enemy more points by just getting a vehicle than I did killing the soldier that did the damage to my vehicle.

Quote:What people seem to forget is that regardless of how powerful the sniper is, he still has to HIT you in order to do damage. In which time, you can quite easily unload as many rounds necessary from one of the semi/automatic weapons necessary to take him out.

OH LIKE IT'S THAT HARD TO HIT SOMEONE WITH A WEAPON THAT HAS FOUR SHOTS PER MAGAZINE AND HAS NO RECOIL, AND FLICKERS SIDE TO SIDE WHILE SCOPED TO MAKE IT EVEN HARDER TO TARGET THE ATTACKER.

Quote:But even more importantly, if there are an abundance of snipers on the field, and you still have all your buildings, get a damn tank and ignore them.

By the time they finish taking my armor off my tank with the n00b cannons, I'll have probably 200 points from attacking a building. They'll have more. It's useless to get a tank, you lose anyways.

Quote: Last time I checked, TD starred Orcas which didn't have machine guns. That's fine. But then again, the only infantry that could hit it were rocket soldiers, certainly not any vehicles that I can recall off hand.

The reason why tanks couldn't aim at aircraft was that they moved so fast, which makes it futile for them to attempt firing with unguided tank shells. Obviously this can be done in first person but takes a lot of luck or skill to pull off.

Orcas don't need a machine gun. Apaches don't need missiles.

Quote:Stop whining about the damage dealt by the Ramjets because they don't correspond with the original Command and Conquer

As I said earlier this game was pitched as being C&C95 in first person. The Commando is meant to be Havoc. Havoc's gun is supposed to be useful against infantry only.

The game has not been fine. People don't stop playing games because they're fun. They stop playing them, like this one, because it sucks.
