
Subject: Re: Little "trial" on n00bstories servers - might be of general interest
Posted by [m1a1_abrams](#) on Fri, 10 Feb 2006 20:03:32 GMT

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That's exactly what I've been saying. He's only useful in a defensive role when you can stay close to your base for cover... which is exactly why he's not a very good character. You win games by attacking, not defending, so if you intend not to be stuck in your own base besieged by tanks on all sides then the Laser Chaingunner is not a good character. That's not to say that he doesn't have his limited uses, but only when your team is on the back foot at the time.

Anyway, this is all irrelevant really. I was trying to make a point about how Nod doesn't have clearly superior infantry to GDI, so GDI shouldn't get the vehicle advantage to compensate. I agree btw, that the aircraft should have been more like Tiberian Dawn, but they're not and I don't think Crimson is going to want to change that. Since they have the same weapons in this game, they shouldn't have different ranges. Think about it this way... if both teams lose their barracks and the only way they can take down enemy aircraft is with their own aircraft, GDI will have a huge advantage. Is this fair? Of course it isn't. The thing is, it wasn't as noticeable in stock Renegade because aircraft hardly ever engaged each other in the open for fear of snipers. However, if n00bstories is going to keep the new armour class for light vehicles, then it I think it will become more of an issue and needs fixing too.
