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Subject: Re: Rotatable MRLS 'Turret'

Posted by [DutchNeon](#) on Thu, 01 Jan 2009 23:53:24 GMT

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You can see it as a bug imo. If the GDI MRLS is the counterpart of the Nod Artillery, and the Nod artillery has a rotating turret, why doesn't the MRLS have one?

In TD itself, the MRLS also had a rotating turret, the counterpart for nod was the SSM Launcher, which was a MRLS like vehicle, but with two huge missiles on the 'turret'.

The Nod SSM Launcher also had a rotating 'turret', like the MRLS.

The artillery in TD though was of a different concept, and wasn't really the counterpart for the GDI MRLS. It was more like an extra unit next to the Light Tank, as the GDI had the Medium Tank.

Higher teched in TD, and you could build the MRLS for GDI, and the SSM Launcher for Nod, which were the counterparts of each other for both factions.

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GDI is more based on pure brute power, and Nod is more based on sneakiness and stealth.

The GDI humvee therefor costs more then the Nod buggy, but you can see the extra \$ you used to buy the humvee in the extra HP and Armor. The Nod buggy costs less, but gets higher speed then the humvee, but less armor and HP (extra speed for the possible 'hit and run' tactics).

Then you got the Nod APC and GDI APC. There isn't much difference besides the Nod APC being slightly bigger, and having a real turret in the middle, whereas the GDI APC has the 'turret'(gun) on the right side of the APC. They got the exact same HP and Armor, and cost the same.

The Nod Artillery and the GDI MRLS. They got the same amount of HP and Armor. They cost the same (although before the patch, the GDI MRLS was \$750, which was weird). The Nod artillery is slightly bigger. Then, you get the thing I don't understand. The Nod Artillery has a rotatable turret, but the GDI MRLS doesn't. If you look in the statistics, they are pretty much there counterparts, and the counterparts in Renegade have close to the same things, but the GDI MRLS is missing something, a rotatable 'turret'! but why?

Then going to the higher costing vehicles, we get to see the real difference in the factions. The Nod Light Tank is weaker then the GDI Medium Tank, but is faster, and has a lower profile then the the Medium Tank. The DPS of the Light Tank is lower then The Medium Tank, but the Light Tank is also cheaper.

The Flame tank, doesn't really have a counterpart, but is the thing Nod has for close combat. Huge amount of HP and Armor, but it doesn't really have a big range. It's really effective against tanks, in close combat ofcourse.

Then the Stealth Tank, the highest costing vehicle for nod. It is rather weak, faster then the Medium Tank. It has the Lazarus Shield (Stealth), and it does good amount of damage. It doesn't have a huge amount of range though, but it's ideal for possible 'hit and run' tactics.

Then the Mammoth Tank. The highest costing vehicle in Renegade. It shows why GDI is more based on Brute Force. It's huge, has regenerating HP, has a good amount of Armor and HP (the highest HP and Armor of any vehicle in Renegade), has two firering modes (its cannons, and the tusk missiles). The down things for the Mammoth Tank is that it's huge (!) It's hard to miss, and it's slow (and it's fast points for Jet whores who like to 'snipe' the Mammoth Tank, before/without the point fix ofcourse).

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