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Subject: Re: Renegade balance, i would like to know how do you see it.

Posted by [FACEBUTT](#) on Mon, 24 May 2010 11:13:49 GMT

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GEORGE ZIMMER wrote on Sun, 23 May 2010 16:35 Can't tell if this thread's another troll thread, but what the hell

FACEBUTT wrote on Sun, 23 May 2010 15:25 Firstly i believe flamer is made in a wrong way, its rather a vehicle rape machine in close ranges than building burning toy, which suppose to be a second one. Nod has enough anti-vehicle vehicles so why flammer isn't designed against buildings liek it was in TD?

wat. Flamer was pretty decent anti-vehicle in TD... it was actually Nod's best armor unit (Keep in mind you can't exactly maneuver light tanks around in TD, so yeah), as well as vehicle.

Anyways, I've pretty much never seen a flamer rush do any significant damage to vehicles... every other vehicle heavily outranges them, so by the time the flamers reach the enemy vehicles (we're assuming roughly equal numbers here which is usually the case), over half will be dead. Even if a few enemy vehicles die, there is NO WAY they could get past ALL of them AND proceed to kill their base.

FACEBUTT wrote on Sun, 23 May 2010 15:25 Secondly, basic rocket soldier are ULTRA garbage. Their rockets velocity is too low and as it was in TD missiles should be able to track vehicles. It wouldn't be over powered due to rof and damage they deal. No one bother to buy them, if it happens its one or 2 persons at single game. Other antivech weapons are much more cost-effective.

This I agree with, I always hated how underpowered they are. If TT were to add the ability for them to be homing, they would be a very worthwhile unit.

FACEBUTT wrote on Sun, 23 May 2010 15:25 Thirdly, refill should be able every 5 second to prevent invincible infantry defense inside buildings. Its annoying.

Hardly a problem. If an infantry is sitting there refilling constantly, that's one less repairer... meaning, the building is that much easier to kill. Besides that, it gives defense SOMEWHAT of a chance.

FACEBUTT wrote on Sun, 23 May 2010 15:25 Last point, mammoth could be a little faster than it is. Its really easy target to shot down, so why not?

Mammoths aren't meant to be field units- they're meant to be assault units. Anyone who uses them to clear a field is a retard of the highest caliber.

Flamer did less damage to vehicles than a LT in TD, IT does more than med atm.

I may understand instant refill but only for engines.

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