

---

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

Posted by [GEORGE ZIMMER](#) on Wed, 26 May 2010 00:47:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

liquidv2 wrote on Mon, 24 May 2010 22:47it took 3 flame tanks in cnc 1 to drop a mammoth (at close range)

it takes 1 in renegade

huh, really? I actually thought it only took like 2 or so. Then again, mammoths were fucking awesome in C&C1

liquidv2 wrote on Mon, 24 May 2010 22:47refill should have a timer because having none whatsoever allows for c4 spam and absurd refilling (making players nearly invincible except against a 1-hit kills weapon)

Only when in their own base. This gives the defending team SOMEWHAT of a chance, y'know? Anyways, as I pointed out earlier- one less repairer.

liquidv2 wrote on Mon, 24 May 2010 22:47mammoths are very slow, but if they got any faster it might make them too good

Yeah, besides, they're not meant to be a field unit... they're meant to be an assault unit (same with the flame tank).

liquidv2 wrote on Mon, 24 May 2010 22:47renegade balances better when used with the pointmod (because the original points system is flawed and will be exploited, oftentimes changing the outcome of how they should end)

If you mean the pointsfix, then yes. I thought you hated the pointsfix, though?

liquidv2 wrote on Mon, 24 May 2010 22:47the coolest thing about this game is it's a first person shooter but doesn't act like one; everything in it is in terms of the rts game (one shot to the head with a rifle doesn't kill a guy, unlike Counterstrike or other fps games)

sure it's unrealistic but that's what makes it fucking awesome

Well, I don't think anyone really plays in first person seriously on Renegade. Most people play in third person... but yes, that's why Renegade is awesome- it's not overly realistic, and no one gives a shit about it (except maybe a few 12 year olds who hold Halo and Counterstrike and Modern Warfare 2 to be the best games ever made)

Also, rocket soldiers do ass for damage considering their price. Grenadier does the same damage (while giving off less points and costs absolutely nothing).

Officers on the other hand are semi-useful early game units that can dish out decent damage to infantry (tunnels, etc). I don't see why rocket soldier officers need to suck so much.

---