
Subject: Re: Renegade _____?
Posted by [iRANian](#) on Thu, 29 Aug 2013 07:42:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

Keep in mind that Renegade itself is set in 2020, which doesn't make much sense.

You should remove Ramjets and rebalance the PIC/Railgun, they're more effective at taking down tanks than other tanks because they're instahit, it's just lame. You could make it a 60 damage per shot weapon and give it to a middle tier infantry class, while having the highest tier infantry class (i.e. PIC Sydney and Raveshaw now) have a strong anti-tank rocket launcher.

You'll have issues rebalancing aircrafts so I suggest lowering their maneuverability and making their weapons require a reload. If it's feasible to hit aircrafts with tank and really damage them it should be feasible for infantry too, the aircrafts themselves would still be a good choice but not on the top of the scoreboard every time.

On other issue in Renegade is the rate at which Technicians repair tanks, a teched Arty is very hard to stop for example.

Arties need to do less screenshake and have less splash radius, maybe a small damage decrease of 5-10 would be in order too.

I suggest removing SBHs, they're detrimental to gameplay.

Any currently useless infantry (flamethrower, grenadier, rocket soldier officer, officer, LCG, tib sydney, patch, Gunner, Mobius, Mendoza) needs to be rebalanced. At the least change ammo and/or make them shoot slower with more damage, you should also reduce their cost or give them perks like Tiberium heal or more HP.

Give Mendoza and Mobius infinite ammo and double their current range.

Stealth Tanks should do less damage to buildings, about 10%.

Mammoth Tanks should do way more damage and their rockets should have more range, a slight speed increase too. Maybe the rockets can do less damage against tanks (but more against aircrafts?) to compensate.

Flame Tank should have more range, more HP but do less damage to compensate. They should be more of a threat in the field with GDI requiring more effort and time to destroy them, allowing the other Nod vehicles to push up and hopefully take field.

Medium Tanks could use a small speed boost and damage against buildings boost. If you're not gonna change the repair rate of the strong Repair Gun on buildings they also should do a bit more damage against vehicles. Sadly that makes them more powerful in very small games, but at the moment they're not as useful as Nod vehicles in large games.

MRLS should have a rotating turret and should shoot two large rockets with 75% the splash of Arties, more total damage per salvo than Arties but with a 100-150% larger reload time than the

Arty. Make the missiles it shoots faster too, about 75% of Arty shell speed. At the moment the MRLS works very well on maps like C&C_Field but in general gets beating badly by Arties. With these changes they should do worse on C&C_Field (no rotating turret) but better on most maps. It might be necessary to remove homing ability of the missiles.

Humvees and Biggies should be more durable and do more damage against vehicles.

Give Nod a re-textured GDI APC model, the current Nod APC blows.

Increase the fire power of the AGT, at the moment it really doesn't stop anything other than infantry.

Nod Turrets should do more damage, have more range and more HP. They don't really do anything at the moment.

Flamethrower should do more damage against vehicle and infantry. Grenadier should do more damage against vehicles and it's weapon should shoot in a more horizontal arc, the way it shoots now is dumb and only effective against the Harvester and buildings.

Mines should do more damage and trigger at a closer range (this also fixes the 'mining above doors' exploit), at the moment you can survive seven mines planted at a building door by jumping the wall next to the door, causing the mines to explode but you taking less damage cause the walls absorb damage :/

Hotwires/Technicians should not be able to take out a building on their own. I know people will disagree with this but the focus of the game is using vehicles to take out structures or coordinated infantry rushes, it's just to easy even on large servers to take a building down on your own with a Hotwire/Tech.