
Subject: Re: Renegade _____?
Posted by Titan1x77 on Thu, 29 Aug 2013 18:46:24 GMT
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Lazy5686, Yes I agree big wide open maps had issues with Stealth Tanks. I have no problem with you modding the map. I may have the gmax file for it somewhere if needed.

I recently downloaded Reborn and APB, I joined a couple of games with a good 20 players or so for Reborn, and have seen the APB server have about that amount too... yes it's not always like that and haven't checked in a week or so, but that's not really comparable. You won't have to download anything outside of the game for this. All you need is TT 4.0 to autownload the .pkg

EvilWhiteDragon, I'll look into the version system for TT to keep this as tidy as I can with a minimal update to the .pkg downloads. If there is any documentation you can point me to I'd gladly have a look at it.

iRANian, Yea just had a look at my manual and yes it says 2020, which is odd, since TS takes place in 2030 and yet no signs of technology closer related to TS then TD which was set 2002. I know a wiki isn't the best place for accurate info, but some units were retired after the first tiberium war, yet still around in 2020? either way, I suppose that put's the end to Renegade 2014 as it's name lol

Onto your ideas...

Ramjet will be a total anti-infantry weapon, infact I'm giving Aircraft it's own armor and buggys/humvees will carry a modified version of light armor, where the ramjet will be a lesser threat.

Rail/PIC will be Tier 3, these are essential to have some infantry be effective against tanks, If you lose your WF/AS this is really your only chance. Although i already have a Tier 2 Rocket launcher which is 700 credits for GDI, with a lock on target for AA capabilities. Nod in return will have the SSM back with long range lock on. side note: The railgun originally was planned not to have a tracer, but Westwood found this to be unbalanced to the PIC, now that the powersuit will actually be a worthy armor, I may balance this with slightly more health for Raveshaw and make a barely visible or small projectile for the railgun.

Aircraft should be a decent choice but not OP with these modifications.

Yes those pesky Tech/arty combo, TBH... I use this to jump out to a quick lead, it is a lil OP and will be addressed. The top leaders on the xwis ladder use this and I'll make sure it isn't so OP.

Screenshake will be reduced as a whole. Although Arty's should still have the most out of them all, maybe on par with the mammys cannon, I'll check the settings.

SBH, are now 700 and are on par with the new Gunner with lock on, yes they don't counter each other but both have something the other team doesn't.

Flamethrower and grenadier will be better against vehicles and buildings, also they will carry

better armor, the flamethrowers armor was already set up like this (i modified it a lil), and I already gave the grenadier a flak jacket.

Mobius and mendoza are both being looked at, i won't increase range, but may change it's warhead to electric, which isn't used and will be only for the volt rifle, I can then have it bypass the armor and do damage right to the health making them as strong as an Ramjet vs. infantry but of course at 50m or less. for vehicles and buildings it will operate as normal. I'll do more testing on this once my vehicles are set up.

Stealth tanks are the ultimate building killer, they don't survive well against med's and rightfully they shouldn't... I think a higher price for this technology would be a better change, thus giving more points for damaging/death since my new scoring system is closely related to price of then unit. Failed rushes will hurt your team point wise.

I like the ideas for the mammy... A very slight speed change is in order (yet still being the slowest vehicle, closer to the MRLS) And yes the rockets can be modified to be better against aircraft and less for tanks since Aircraft will use it's own armor now, yet it still won't have a long range of a lock on launcher the gunner has. GDI already has the upper hand on AA compared to Nod.

I also agree with the Flame tank, getting them into range can be a real pain and a waste of 800 credits most of the time. From my experience Flame tanks are great when the enemy has lost structures and are in defense mode sitting in there base, allowing you to freely get through the field. Slight range increase is do-able, but you can't expect to use this when you don't have the field already. I'd say it has it's role.

Med tanks speed was noted as "the Medium Tank is able to perform maneuvers that are quick for its weight" i think the med tank may be perfect as is. I'll see once tanks are setup and testing begins.

I included rotating MRLS after ACK had used them, but thinking about it now, I wanted them to go back to it's TD version. you described the SSM with 2 rockets and a rotating turret. I'll look into upgrading or decreasing the price for this unit in the future.

Humvee will be slightly more armored then the buggy yet slower, both will have its A/I gun, I can give humvee a bit more ammo before reload vs. the buggy, but give the humvee a bit longer of a reload. These shouldn't be anti-tank but will have the stronger Steel warhead, so it does damage tanks a small amount. I can make Steel a bit better against aircraft, since I removed all steel warheads from infantry.

I was thinking of removing Nod's APC all together in favor for the recon bike... this is TBD tho.

Base defenses will be looked at once I get all infantry and vehicles set up properly.

Explosives have already been modified, which is a real need for a strict mine limit now.

No comment on changing Tech's/hotties

jonwil, I'm using some of the current scripts from 4.0 and don't see a need for any new scripts yet,

i'm sure at some point I will though.
