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Subject: Stealth Trooper weakness

Posted by [gibberish](#) on Tue, 09 Dec 2003 09:09:57 GMT

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Disclaimer: I usually play in smaller games 10 - 20 people so I can't speak for the larger games.

drkhazeStealth Black Hand soldiers are overused. Agreed

However I kind of understand why.

I think the root cause is the way money is handled in Renegade.

There are basically three sources of money.

- Attacking buildings and to a lesser extent enemy tanks
- Money from harvesters
- Money from the refinery (the slow increase)

In the original CnC series you didn't get any money unless you protected your harvesters and harvesters were quite expensive, hence it was almost as important to protect your harvesters as it was to guard the base.

This had a big effect on the overall tactics because GDI was expected to have powerful units spread out in a large area around their base protecting the harvesters and Nod was able to mount a variety of hit and run type tactics.

destroys all their harvesters.

Repairing was also more difficult (other than a few specialized repair units) you had to be able to get your units back to base to have them repaired.

The net result of this is that units (tanks and men) are cheap.

If you are in a tank and you have an engineer with you (or to some extent if you are an engineer) you can sit on the field blasting away with little regard for your tank's safety.

Even if your tank gets destroyed if you are reasonably competent you will probably have enough cash for another one anyway.

As a result a lot of players (some may call them noobs) just get tanks.

Unfortunately in a world of tanks conventional infantry is pretty pathetic, as an example consider the case of a group of tanks with an APC, the APC is:

B) Has a machine gun which can mow down a Mobius in no time flat.

Additionally I believe that the Nod tanks are weaker than the GDI tanks.

Which means that Nod usually choose the units which can slip past the GDI tanks

I do accept the argument that a well balanced team with a variety of men and armor are probably the most effective fighting force, unfortunately except in a clan game you are very unlikely to be able to organize your team into said effective fighting force.

Ideas

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Basically when renegade first came out the gun on light tanks did about 50% more damage than it does now, but WW reduced the damage.

outmaneuver a medium tank and win a one on one battle.

difficult to avoid the cross fire from more than one tank.

ACK also stated that the original strength unbalanced the game because the light tank only costs 600; I concede this point however my solution would be to increase the cost to say 700.

I believe that if these changes were made more people would use light tanks and as a result the dynamics of the game would change significantly.

You could always try playing on a server with building repair turned off, this forces the more experienced players to defend the middle ground because if tanks get anywhere near the base the game is over very quickly.

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