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Subject: Unit Balance

Posted by [Aircraftkiller](#) on Mon, 26 Apr 2004 08:04:53 GMT

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DeathgodShit, Grenadiers already HAVE a useful, damaging weapon. They fuck up vehicles and buildings hardcore, and they are FREE. They can kill a building by themselves, for god's sake.

And any soldier kills them without a problem. Because they're meant to be anti-infantry and anti-structure, but they aren't. They're simply fucked up weapons that have little use. Rarely can a Grenadier ever destroy a building by themselves, or any other free unit. MOst of them shouldn't be free to begin with.

Quote:And last time I checked, in EVERY C&C GAME the artillery units are lightly armored. They're not meant to be used in a firefight. This can be negated in Ren to a large extent through skillful driving and engineer support.

Yeah, and in every C&C game, they didn't get destroyed in five seconds by a sniper all the way across a level.

Quote:Are you going to take out the engineers' ability to repair vehicles and players too? That wasn't in C&C. :rolleyes:

We should, but since TD didn't have a repair ability for vehicles beyond Repair Facilities, I can't really say "change that."

Quote:Wait, you probably will, since all your ideas so far turn it from Renegade into ACKgade which is strikingly similar to RenAlert. If these issues are so problematic, and you fixed them all in RenAlert, then why not just play it?

No, it's strikingly similar to C&C. Perhaps you enjoy Homogade, that's your prerogative. It isn't mine or the opinion of many others. I want to play C&C1 in first person, I don't want a bastardized version of it. How many times do I have to tell you that?

Quote:I still don't get what your beef with the 1000-cred snipers is. Change their point scale so they don't get as much for shooting armor, as it's a bug, and leave the rest intact. It takes an aircraft 4-5 machine gun shots to kill a Havoc or Sakura, in the same time that the sniper can get ONE shot off. If you're getting that torn up by snipers I honestly feel it's a case of user error. I've also never had a huge problem killing them with regular soldiers, and even if you do die, they get 2 points. WOW GAMEBRAKINN FUKEN HAXX.

Man, you must not be playing the same game I am, because it only takes five shots from a n00b cannon to kill an Orca. No accuracy penalty. No round times. No nothing except "point, click, Orca is dead."

How fucking balanced is that? ANYTHING CAN BE COUNTERED IF YOU CAN GET NEAR IT.. BIG FUCKING WHOOP! I swear you'd be defending a unit if it were in Renegade for two years, and it destroyed everything in one button press that took ten seconds to charge... Yeah, you can stop that from happening, but it isn't very fucking realistic to imagine it happening.

n00b cannons aren't that overbalanced, but they're pretty damn close with the way they fuck up the game. Why attack with tanks, they just shoot them to get points and negate the damage you do to buildings... Why attack with soldiers? They just kill you in a few seconds from across the level.

Yeah, you don't have a problem... I'm sure you won't after being killed over 10 times trying to kill a Havoc with a rifle soldier.

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