

---

Subject: Unit Balance

Posted by [PointlessAmbler](#) on Sun, 09 May 2004 18:55:40 GMT

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

---

DeathgodRarely do I get sniped in an aircraft from 300 meters. In fact I can count on one hand the number of times that happened recently, and that was on Friday night in our FUDvsFUD game. I flew around from a different path and owned the sniper, and the problem was solved.

Huh, maybe the people you play with use snipers as intended instead of sniping Mammoth Tanks for points even though it doesn't hurt them at all. You may be able to count on that in your own servers, (you seem to have a pretty strict set of rules, including the ability to kick people because they don't play up to your standards (not that I disagree with that kind of enforcement)) but there are countless others where people abuse the snipers' capabilities and the bug in armor.ini elsewhere in Renegade.

DeathgodOn this point: Raveshaw and PIC Syd both kill Orca/Apache in 4 shots. They have a 200m range as opposed to the Orca's 100m range. Are you going to nerf them too?

Of course not, they're INTENDED to be anti-vehicle units, whereas snipers are not. Plus, note that they have only a 200m range while snipers have a 300m range.

DeathgodSo making it so they couldn't kill vehicles on their own when they can now makes them better... I fail to see the logic here.

Increasing helicopters' durability by itself would be a nightmare for any ground unit. Just look at RenAlert's .991 release. The Apache Longbow pwned absolutely everything, and you could only kill it with like two units. However, if Helipads are implemented and sniper damage against helicopters goes down, the weakness of the helicopter goes away, but it doesn't become the UBER-n00b-PWNZOR vehicle, either, because its ammunition is limited. The two actions balance out. So, helicopters become balanced in addition to making the game closer to the game it's based on.

DeathgodSo are APCs and Humvees, and apparently Stealth Tanks according to you. Should they all have to reload at base too?

No, because they didn't have to reload in C&C. Also, Stealth Tanks are support units in my opinion because you can't use them in the same way you would use a main battle tank like a Medium Tank or a Mammoth Tanks. Doing that gets you killed. Hence, I consider it a 'support' unit. Sure, they do lots of damage, but if you don't approach from behind, or travel with other Nod vehicles, or are unstealthed all the time because you fire at Rifle Soldiers, you're going to get killed, fast. I've lost count of how many times Stealth Tanks have decloaked and fired at the front of my Medium Tank, leading to their quick death.

---