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Subject: Unit Balance

Posted by [Javaxcx](#) on Mon, 17 May 2004 00:07:12 GMT

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AircraftkillerIf you're going by realism, "snipers" aren't going to destroy aircraft. This is why I keep telling you that you're picking and choosing what you want to support.

Neither could normal infantry, or anything short of rocket soldiers.

Quote:From what I know, you don't use anything but a sniper, if you even played Renegade in the past eight months. It's hard to take your word for this when you don't play the game in question and don't even play other C&C games for balance issues based on them.

Actually, I just got off a couple of games in Renegade, and I've been playing the original C&C for the last few weeks for a taste of nostalgia.

Quote:I already said that certain concessions have to be made. Engineers can't have their repair weapon removed because they repaired buildings in C&C, just not vehicles... But that's something everyone is so used to that it would never fly.

Now that doesn't make much sense. If you're going to pick and choose which variables of the game you want to change, you're not fixing this so called "bastardized" version of Renegade as much as manipulating it into another form.

Quote:I already said I never wanted the Obelisk of Light to destroy aircraft, this is why I said SAM Sites should be in the Nod base.

You DO realize this would just create more balance issues, right?

Quote:I'm not picking and choosing anything, I've had to balance RA out too and the experience gained in that shows that people would enjoy having additional levels with different balancing, which may end up having them played almost exclusively.

This isn't RA, and there aren't additional levels. There are the standard Westwood maps plus your completed Glacier. If you want to make custom maps with different damages, go for it, but leave the already balanced game alone.

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