
Subject: LMAO

Posted by [PointlessAmbler](#) on Sat, 19 Jun 2004 05:57:16 GMT

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Idiot.

Subject: LMAO

Posted by [Aircraftkiller](#) on Sat, 19 Jun 2004 06:23:34 GMT

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Quote:Aircraftkiller didn't make any of the original maps that shipped with Renegade. He finished Glacier (not very well), and he's made a lot of other maps, most of which are pretty poorly balanced. If you're only playing on his maps, I can see how you might have a legitimate complaint, but all the maps that came with Renegade don't horribly favor one side or the other.

<http://renegade.the-pitts.net/mapstats.cfm>

C&C BunkersTS GDI 259 wins

C&C BunkersTS Nod 223 wins

C&C BasinTS GDI 237 wins

C&C BasinTS Nod 213 wins

C&C Basin GDI 167 wins

C&C Basin Nod 139 wins

C&C Metropolis GDI 95 wins

C&C Metropolis Nod 76 wins

C&C MinesTS GDI 16 wins

C&C MinesTS Nod 15 wins

C&C River RaidTS GDI 57 wins

C&C River RaidTS Nod 60 wins

C&C Glacier GDI 278 wins

C&C Glacier Nod 293 wins

Yeah, that's SO unbalanced... :rolleyes:

Subject: LMAO

Posted by [PointlessAmbler](#) on Sat, 19 Jun 2004 06:39:30 GMT

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Well, one can count on Deathgod to be anti-you. However, I was more referring to the whole "GDI

= instant win" thing, which we all know is total bullshit.

Subject: LMAO

Posted by [bigejoe14](#) on Sat, 19 Jun 2004 07:05:29 GMT

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They're both idiots.

Subject: LMAO

Posted by [Majiin Vegeta](#) on Sat, 19 Jun 2004 11:50:39 GMT

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indeed idiots

Quote:a crappy attacking stealth tank for 900 that gets owned hard by a 800 medtank

i've 1v1ed a Med tank with a St and won many times

Subject: LMAO

Posted by [visorneon](#) on Sat, 19 Jun 2004 13:23:03 GMT

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1. stanks are mroe expensive because they are stealth!? duh
 2. they are faster
 3. more Manoeuvrable
-

Subject: LMAO

Posted by [sum41freaky](#) on Sat, 19 Jun 2004 15:23:48 GMT

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and rockets are seeking

Subject: LMAO

Posted by [Majiin Vegeta](#) on Sun, 20 Jun 2004 02:36:33 GMT

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1 thing i hate about the seeking rockets.. they seek when i dont freaking want them to >_<

trying to shoot the front end of a med from round a corner and it locks on to the middle of the tank and hits the wall >_<

Subject: LMAO

Posted by [Griever92](#) on Sun, 20 Jun 2004 02:42:02 GMT

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all it takes to win in an "unbalanced" fight is skill... you need to outsmart the enemy by moving the way opposite they think you'll move... simple as that

Subject: LMAO

Posted by [icedog90](#) on Sun, 20 Jun 2004 07:47:27 GMT

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Stealth Tanks own. You just have to use them right, like the Mammoth Tank. Don't be stupid and rush right into a blockade of tanks, Stealth Tanks are meant for sneaking up by surprise.

I prefer both sides perfectly even, except for a few slightly unbalanced levels, but that's where skill comes in.
