
Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Aircraftkiller](#) on Sun, 12 Dec 2004 08:40:49 GMT
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Straight from my C&C95, special manual.

Quote:The commando infantry are the best of the best. You will find these individuals highly skilled at demolitions ops and sniping enemy infantry. GDI Elite Forces will allocate them to missions as needed, you cannot direct EVA to deploy them at your barracks.

GDI has limited reserves of these heroes, so use them with great care. Keep them away from armor, as their sniping equipment can barely scratch vehicles and the armor will quickly waste them. Commandos are for killing infantry and blowing up facilities, not staring down tanks. Basically, you need to have full situational awareness of your commandos whenever they allocated to your engagement.

Most of these swashbukling gladiators wield color phrases even better than their guns. Do not be alarmed by such insubordinations. We have tried suggestion that they amend in their comportment, but this has always resulted in serious bodily harm to the military police assigned to the task.

That's from Westwood themselves. Argue with that if you can...

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Aurora](#) on Sun, 12 Dec 2004 08:43:15 GMT
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Owned with a capital zero

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Blazer](#) on Sun, 12 Dec 2004 08:45:23 GMT
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I've **always** said I thought that the ramjet was overpowered versus heavy armor (I could see it doing slight damage to light armor, but nothing near what it does currently).

The normal sniper rifle (deadeye/bh sniper) does too much damage as well. It's total BS that I am sitting in a huge metal piece of armor (mobart for instance), and some guy a mile away destroys me with the equivalent to a deer rifle...come on :rolleyes:

I think the normal sniper rifle should do zero damage to any armor or buildings, and that the ramjet should do slight damage to light armor but little to none above that. And the massive points awarding for shooting at tanks should be nerfed too.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Sir Kane](#) on Sun, 12 Dec 2004 08:49:02 GMT
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Go ahead and change it then

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [m1a1_abrams](#) on Sun, 12 Dec 2004 08:59:34 GMT
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"Special manual"? What's that?

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [JPNOD](#) on Sun, 12 Dec 2004 09:57:25 GMT
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Intressting.
But i knew the tanya/commando couldnt do any damage against tanks/choppers.
But then again a Orca would rape any chacacter if there wasnt a ramjet.
Unless ure playing ina 50 player server. where theres 2381428 ramjets on bridge ye.. go a bit further of the wall and ure 6 feet down the ground
Afcourse its a nice idea to change it. But make it like a mod ore something ore only serversided.
And gameplay would change drasticly..

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Blazer](#) on Sun, 12 Dec 2004 11:10:05 GMT
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Yeah with nerfed ramjets homing rockets need to be implemented so infantry have a chance against orcas and apaches

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Spoony_old](#) on Sun, 12 Dec 2004 13:31:50 GMT
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If you can make stuff like MRLS and Stanks good against air, that's great... since, correct me if I'm wrong, they are supposed to be anyway?

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [emperorz0](#) on Sun, 12 Dec 2004 14:07:19 GMT

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Renegade is based to some time after Tiberian Dawn happenings. And some infantry and vehicles are a bit different that in TD. But I must agree that snipers are overpowered specially against humvee and buggy and that is really stupid. Against aircraft they are very balanced because everyone would use aircrafts then. There is not many good units against aircrafts and even mammoth tank aa weapons are somehow ineffective.

Subject: Re: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [sniper12345](#) on Sun, 12 Dec 2004 14:28:34 GMT
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AircraftkillerStraight from my C&C95, special manual.

Quote:The commando infantry are the best of the best. You will find these individuals highly skilled at demolitions ops and sniping enemy infantry. GDI Elite Forces will allocate them to missions as needed, you cannot direct EVA to deploy them at your barracks.

GDI has limited reserves of these heroes, so use them with great care. Keep them away from armor, as their sniping equipment can barely scratch vehicles and the armor will quickly waste them. Commandos are for killing infantry and blowing up facilities, not staring down tanks. Basically, you need to have full situational awareness of your commandos whenever they allocated to your engagement.

Most of these swashbukling gladiators wield color phrases even better than their guns. Do not be alarmed by such insubordinations. We have tried suggestion that they amend in their comportment, but this has always resulted in serious bodily harm to the military police assigned to the task.

That's from Westwood themselves. Argue with that if you can...

I guess that's pretty cool, so let's let Havoc and Sakura blow up buildings, since it says so there.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Spoony_old](#) on Sun, 12 Dec 2004 15:03:01 GMT
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They can. If a beacon is planted, there are few infantry who can do a better job of covering it.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Jecht](#) on Sun, 12 Dec 2004 15:55:58 GMT
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So....when r u gonna give a havoc an Uberpowered c4 that can blow up buildings with one bomb?

point is - C&C Tiberian Dawn is NOT Renegade whether its based on it or not. The way they made Havoc, is the way they wanted to make him. And that also says u cannot direct EVA to deploy them at your barracks....but they made that possible in Renegade. In my eyes, changing the damage values to Havoc would be a crime against the community. Some stuff should be left alone...

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Renx](#) on Sun, 12 Dec 2004 16:21:10 GMT
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It should be changed asap, by Releasing a CP1.1 patch or something..

About the C4 though, I'm not sure. Maybe making havoc/sakura's C4 do 1.5 times the normal damage would balance that issue out?

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [warranto](#) on Sun, 12 Dec 2004 16:46:27 GMT
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Just remember though, little damage does not mean 0 damage.

On the level where your GDI commando had to destroy the ***** facility, I was able to draw a light tank to the river, sit on the opposite side; and with the game speed on high, take out the light tank.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Creed3020](#) on Sun, 12 Dec 2004 17:47:20 GMT
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=[DT=gbull=[L]=] Some stuff should be left alone...

I feel the same way. This is such a contraversial subject that is always arises in huge flame wars and topics with pages of posts.

The only real way to see how this could effect gameplay is to try it out on a server for at least a week. The results may prove shocking to either side of this argument.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Majiin Vegeta](#) on Sun, 12 Dec 2004 17:52:02 GMT
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Quote:Commandos are for killing infantry and blowing up facilities , not staring down tanks

when do the commando's get more c4's?

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [WNxCABAL](#) on Sun, 12 Dec 2004 17:54:47 GMT
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m1a1_abrams"Special manual"? What's that?

Here is a scan taken from the "Official Guide To Command & Conquer" published By Rick Ranucci, Copyright (C) 1995

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [IceSword7](#) on Sun, 12 Dec 2004 17:57:37 GMT
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Have you ever seen the tremors2?

I think the gun nut guy is named burt. Anyway remember that gun he used to take out that one walking graboid. It was like super powered and not only did it blow the graboid to pieces but it cut right threw the truck behind it.

THATS WHAT GUN SAKURA AND HAVOC ARE USING!

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [FalconxI](#) on Sun, 12 Dec 2004 18:31:47 GMT
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JPIntressting.
But then again a Orca would rape any chacacter if there wasnt a ramjet.

Ever play in a server while I'm in there? I'll own snipers just as fast as regular infantry.

The only infantry weapons that the Aircraft should fear is the AV weapons, Laser Chain Gun, Laser Rifle, Rocket launcher, Railgun, and Personal Ion Cannon. The PIC and Railgun do MORE damage per shot than a n00bjet. But n00bjetters don't seem to have the skill to use them.

Devinoch told us in server durring the air beta that Westwood wanted to make the rockets track but they were being rushed to get the patch out because of the n00b whiners. The n00bjet was a fast change that was NEVER intended to be the anti air weapon.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Chronojam](#) on Sun, 12 Dec 2004 20:42:40 GMT
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Maybe things would be different if aircraft had to reload, or at least had a clip size of some sort so that they couldn't just hold the trigger down and go. They'd have a small period where they're unable to keep firing...

Something to consider: In TD, Apaches raped infantry; they were VERY good at taking out commandoes. Orcas couldn't do it so easily though. They were better at attacking tanks and structures.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [YSLMuffins](#) on Sun, 12 Dec 2004 21:40:49 GMT
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It's possible to make rockets home against vehicles, and not versus infantry, right?

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Spoony_old](#) on Sun, 12 Dec 2004 22:19:43 GMT
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You can't try to make it EXACTLY like the C&C commando... if you did, he'd never miss an enemy, right?

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Spoony_old](#) on Sun, 12 Dec 2004 22:20:52 GMT
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IceSword7Have you ever seen the tremors2?

I think the gun nut guy is named burt. Anyway remember that gun he used to take out that one walking graboid. It was like super powered and not only did it blow the graboid to pieces but it cut right threw the truck behind it.

THATS WHAT GUN SAKURA AND HAVOC ARE USING!

You're being unusually coherent here, but I'm betting that gun "the Elephant Gun", they called it, didn't have infinite range, and wouldn't do more damage than a rocket launcher.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Pendullum](#) on Sun, 12 Dec 2004 23:16:55 GMT
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change it only if you can re-implement the homing missiles, if you cant, leave it just as it is, or at least lower the damage done to vehicles by the ramjet to compensate for its uber-raping of air units.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [flyingfox](#) on Mon, 13 Dec 2004 02:05:06 GMT
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What needs to be done anyway is,

-Nod rifle soldier damage increased to that of GDI's rifle soldier against light armour, making them as useful against light vehicles such as the apache and orca, but with the same firepower against other infantry (so for example the gdi soldier will still be better than the nod soldier face to face).

-Next, the aircraft themselves need to have limited ammunition and a damage of 0 against crushing. helipads need to be added to re-equip and heal them.

-The ramjet's damage against CnCVehicleLight needs to be thirdded down.
The damage against skinflesh and shieldkevlar (infantry) should be made 1.8 (180) of the normal sniper rifle, allowing normal soldiers to survive a hit but still allowing any soldiers to be killed in 2 hits.

-Homing missiles must be added for both sides' rocket soldier and GDI's gunner. right click should fire a standard missile.

(sweet, silver's allowed as a colour)

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [msgtpain](#) on Mon, 13 Dec 2004 03:32:06 GMT
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I guess the last paragraph was intentionally left out of the original post.. The one where it says the "selected" commando can level a building?

So yea, sure... take away their 10 points per shot on armor, and load them up with enough C4 to take out a building alone..

You know.. cause it's really important that we make the game EXACTLY like the '95 version if we want it to be fun at all... Speaking of that, when are you going to allow me to create 100 infantry in Renegade and group them for an attack?

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Aircraftkiller](#) on Mon, 13 Dec 2004 04:28:46 GMT

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Yes, it was intentionally left out because there was no need for the same point to be made again in the post.

You don't have to have RTS levels of soldiers to retain RTS balance. Otherwise, why keep the semi-RTS feel to the game? This game was touted as being the original in first person and it's not even close... It is not that hard to keep the same gameplay from the first game and port it into first person. It stays balanced, NOTHING gets overpowered, and everyone who liked the original is happy... That's several hundred thousand people, most of whom don't play this game anymore for several reasons. Off the top of my head, the reason I see the most is "Renegade plays like shit and looks bad, I'd rather go play something else that's balanced at least..."

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Javaxcx](#) on Mon, 13 Dec 2004 04:33:32 GMT

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To be fair, the ramjet sniper rifle did not exist in CNC95. Then again, neither did quite a bit of other things in Renegade. The repair gun included. Or tiberium rifles.

Citing the CNC95 manual to connote possible algorithms to modify Renegade to makes little to no sense because you would have to eliminate just about half of what makes Renegade its own unique entity.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Titan1x77](#) on Mon, 13 Dec 2004 04:39:13 GMT

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flyingfoxWhat needs to be done anyway is,

-Nod rifle soldier damage increased to that of GDI's rifle soldier against light armour, making them as useful against light vehicles such as the apache and orca, but with the same firepower against other infantry (so for example the gdi soldier will still be better than the nod soldier face to face).

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-Homing missiles must be added for both sides' rocket soldier and GDI's gunner. right click should fire a standard missile.

(sweet, silver's allowed as a colour)

Why would someone use standard missiles when they have homing, and it's not possible to make them home on vehicles only.

The ramjet is fine, yes it's a little overpowering against light vehicles, but with a tech repairing a mob art or a mrls, it can take out a havoc or sakura with a shot or 2.

You guys have to remember this is a FPS, and Havoc is the "main character" of the SP game, thus he is an overpowered character....and one a lot of people will use.

If anything add a bit more armor/health on a orca/apache....this giving the pilot 2 shots extra to find cover....I found this a very good way of balancing things in a few of my maps....the weapons are fine on the orca/apache.

A havoc pointwhoring isn't going to win you MVP....A mob art or MRLS pointwhoring will!...and they are a lot cheaper.

This game has done well with its players for the most part, and the gameplay of Renegade is very unique, Tribes maybe Planetside is as close as it gets, yet I still think most people that have played all 3 enjoy Renegade the most.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Aircraftkiller](#) on Mon, 13 Dec 2004 04:50:48 GMT
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Whether or not it's a FPS is irrelevant, there are plenty of games that hybridize RTS\FPS and still play balanced, unlike Renegade. A lot of the people who think n00b cannons are balanced are hiding behind a security blanket, because without it, they'd have to use something that takes more time and more effort to use instead of simply pointing in someone's general direction and hitting them with the force of an anti-tank missile...

The weapons on the Orca and Apache are not fine. They are overpowered and allow the units to hover over a target and constantly bombard it with gunfire. They are almost as bad as the n00b cannons are, except the n00b cannons don't have flashing red lights with easily heard sounds giving them away from 300 meters.

Don't even forget the useless Transport Helicopter. You might as well dig yourself a grave six feet under before you get into one, so you have a place to rest when you're blown away by the n00b cannons doing their flicker dance shit on the bridge in City Flying or in several areas on Walls Flying.

While CounterStrike: Source has something similar to the n00b cannon, the AWP is not almost unstoppable. The people using it do not get a huge health increase. The AWP has inaccuracy. It will not hit every single time you fire, ESPECIALLY when you're running. The AWP has a single shot bolt action, the n00b cannon has four shots with no recoil, no inaccuracy, and allows you to hit EVERYTHING you see... The range of a n00b cannon is 300 meters, and the furthest you can see in Renegade is 300 meters.

The AWP doesn't cause you to flicker around side to side, being practically impossible to hit with a skilled shot. The sniper rifles in Renegade allow this.

So lets recap. Not only do "snipers" get huge damage bonuses, get mega points (YES you can get MVP while being a n00b cannon user, all it takes is shooting tanks and infantry all game) from every target except buildings, and have enormous health\armor ratings... They also allow you to be basically impervious to fire unless someone runs you over, or gets a lucky shot on you while you're flickering around at warp nine. All for \$1,000, and the fucking Mammoth Tank gives a n00b cannon about 15 points a shot for a tank that costs \$1,500...

Yeah, lets throw out the RTS balance. Where aircraft don't destroy everything unless en-masse, and where snipers don't destroy everything... Lets just embrace the worst gameplay seen since Monster Truck Madness instead.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Titan1x77](#) on Mon, 13 Dec 2004 08:36:03 GMT
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Quote:there are plenty of games that hybridize RTS\FPS and still play balanced
More specific please?

Quote:The AWP doesn't cause you to flicker around side to side, being practically impossible to hit with a skilled shot. The sniper rifles in Renegade allow this.

Well this is one thing we all wish was fixed, maybe BHS could do something with the netcode.

I think if that was fixed alone, It would tidy up this sniper situation greatly.

No game is perfect, C&C_Renegade is Still a fun game, yes it could be improved in a ton of area's...but with it's current level setting's theres nothing you can do except make vehicles give 0 damage points...and that's not going to go over well with alot of players....which is why BHS wouldnt release such a patch.

If theres ever another Renegade, Let's just hope they have been listening to what we have discussed.....Im all for another C&C FPS on a more up to date engine(along with more options for settings),If C&C 3 is to really be released let's hope they find the support to even continue with the C&C Franchise....

EA really needs to step in and realize what they have here....The way westwood had taken a RTS and put it together in a FPS atmosphere is very fun and playable, even if it's not up to some of your standards.

This game is still pretty much by itself, in terms of actual massive MP online game objectives....if EA doesnt react soon someone WILL duplicate the style this game holds.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Sanada78](#) on Mon, 13 Dec 2004 12:41:59 GMT
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IceSword7Have you ever seen the tremors2?

I think the gun nut guy is named burt. Anyway remember that gun he used to take out that one walking graboid. It was like super powered and not only did it blow the graboid to pieces but it cut right threw the truck behind it.

THATS WHAT GUN SAKURA AND HAVOC ARE USING!

That'd be this gun.

<http://www.phoenixcommand.com/Boys55atr.htm>

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Chronojam](#) on Mon, 13 Dec 2004 13:31:23 GMT
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Titan1x77Havoc is the "main character" of the SP game, Thus he is an overpowered character....and one alot of people will use.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Spoonyn_old](#) on Mon, 13 Dec 2004 18:18:22 GMT
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Kinda takes away the point of using anything else, doesn't it?

If you think you can't get MVP using nothing but a n00bjet to shoot tanks you're not damaging, I'm guessing you never played in Fastc0nn a few months ago. It's all people did...

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [flyingfox](#) on Mon, 13 Dec 2004 18:19:31 GMT
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A gun such as the one in that link sounds like it needed at least two men to operate. I know a single man can use it if it is set up on a bipod, but even then they aren't taking much of the weight it costs. It says in those stats, 36.6, which will be a measurement of pounds. I know this because the M60 weight is measured as HALF (HALF!!) of this anti tank gun's on this site.

<http://www.fas.org/man/dod-101/sys/land/m60e3.htm>

Have any of you ever picked up a kilogram weight? Perhaps in high school for an experiment?

36.6 pounds is the equivalent to around sixteen kilograms. A man could not carry that shit around himself and fire without any recoil, whilst jumping at the same time. The idea is ludicrous. Furthermore, to have an accurate shot it takes time to line up the target. To do that first of all you need to be on the ground with the thing. With the ramjet you can put out a bullet every 1.33 seconds with deadly accuracy every time. Reload 2.80s.

Although in defense, the ramjet doesn't fire anything explosive and will not kill an advanced soldier in one hit. But did they really use those anti-tank weapons against soldiers? You can use an anti-tank gun against charging infantry on one mission in call of duty, but you'd only kill if the round (which looked like a mini mortar hit when it hit the ground) hit right beside him. I'd rather say the pic/railgun is closer to this anti-tank gun in terms of damage.

<http://homepage.ntlworld.com/k.livingston/ptrs41.jpg>

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Jecht](#) on Mon, 13 Dec 2004 18:40:45 GMT

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36.6 pounds is very light, I chuck things half that weight 39 ft, and I am not as big as Havoc. Yes it would give you a recoil but you gotta realise that this is a freakin game and real-world physics might not apply here. It would be nice, but that's not the way the world always works. Also, AircraftKiller, I agree that the transport heli is way too weak. In fact I don't think anyone would be against giving it an armor upgrade of probably double the amount it possesses now.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Aircraftkiller](#) on Mon, 13 Dec 2004 18:49:11 GMT

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That would only make it last twice as long, which is not enough to allow it to do its job. An APC lasts much longer, is 200 credits less, AND has armament!

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Spoony_old](#) on Mon, 13 Dec 2004 21:27:56 GMT

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For starters, allow it to carry five passengers in addition to the pilot, instead of three... (That could also be applied to the APC of course...) If it isn't shot down, a Chinook full of engis = remotes = building destruction in a flash.

Won't work everytime since the Chinook will get shot down if the enemy is organised. But that sounds like a tactic should be in Renegade... Won't work every time, but when it does work, destruction guaranteed.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [GetSm0keD](#) on Mon, 13 Dec 2004 22:01:12 GMT
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i really havinet been readin these threads just cause they go on for ever lol

but in real life.. if i take a high power sniper gun and shoot a few times at the engine block.. it will kill the humvee

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Spoony_old](#) on Mon, 13 Dec 2004 22:10:27 GMT
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Would it blow it up faster than a railgun or a rocket launcher would? I seriously fucking doubt it.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Naamloos](#) on Mon, 13 Dec 2004 22:16:12 GMT
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Why not give the trans heli guns like seen in cut scenes, ect?

People wan't things that give em point's, the trans heli is the one thing in ren that can't give that.

So give it something to shoot with or extra armour... Or both

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Spoony_old](#) on Mon, 13 Dec 2004 22:17:58 GMT
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It would be cool if passengers could fire outside with whatever gun they have, but I doubt that's possible.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Naamloos](#) on Mon, 13 Dec 2004 22:19:38 GMT
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It's not what i ment... *searches for picture...*

Edit: <http://www.n00bstories.com/image.view.php?id=1351082631>

That + armor = good.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [smwScott](#) on Mon, 13 Dec 2004 23:18:15 GMT
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SpoonyWould it blow it up faster than a railgun or a rocket launcher would? I seriously fucking doubt it.

With that comment it sounds as if you're viewing Renegade realistically. Realistically this game wouldn't be fun, because yes a rail gun or a rocket launcher would do incredible damage to most vehicles. Your argument against the ramjet being too strong is to complain about lesser weapons not being able to do it as well.

My only problem with the ramjet is the point system. I believe it should be allowed to take down lightly armored vehicles with ease, it fits well into the games balance. The character costs \$1000, so it should be able to do more than easily kill infantry. It is a good counter to people who constantly bombard structures with artillery, as well as the only effect counter against aircraft. An aircraft can completely destroy all infantry but the super snipers and tanks are impotent against them. Also, in a 1v1 battle between a orca/apache and a ramjet soldier, the orca can quite often kill the sniper or avoid being killed.

The ramjet is fine, and if someone wants to spend the whole game point whoring with them then I wish them good luck and I hope they have a great time, I'd much rather play the game.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [flyingfox](#) on Mon, 13 Dec 2004 23:40:18 GMT
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You haven't been reading enough of the thread dude. without the ramjet being of much use there will be homing rockets, fixed aircraft, the like. my only question is why it hasn't been done yet. Renegade would be AWESOME with these changes. But getting rid of the ramjet without doing anything else is crap. play a game or 2 on the hazteam server on walls fly or city fly and see for yourself

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Aircraftkiller](#) on Mon, 13 Dec 2004 23:47:57 GMT
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Using Scott's thinking, the Mammoth Tank is \$1,500... It needs to be able to do more than what it does now. It needs to shoot everything from across a level, with missiles that never lose their targeting information, along with having more armor and stronger munition firepower...

You can't use the price argument in this case. Just because it's expensive does not mean it should be nearly invulnerable.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [smwScott](#) on Tue, 14 Dec 2004 01:02:29 GMT
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AircraftkillerUsing Scott's thinking, the Mammoth Tank is \$1,500... It needs to be able to do more than what it does now. It needs to shoot everything from across a level, with missiles that never lose their targeting information, along with having more armor and stronger munition firepower...

You can't use the price argument in this case. Just because it's expensive does not mean it should be nearly invulnerable.

I wasn't just using the price argument, I think the ramjet is vital to maintaining what balance the game actually has. And to the earlier guy, I was referring to how the game is now; not how it will be after some hypothetical changes are made to it.

The Mammoth Tank is underpowered. It's a giant bullet magnet. If given the choice between a Mammoth Tank and a Medium Tank, in almost every situation I would choose the medium regardless of price. It has some uses for base sieges when most of the defenses have been destroyed, but it is downright useless without a bunch of support (which never happens because no one waits for the damn thing). I don't have any real suggestion to fix this, but making missiles not lose their targeting power actually doesn't sound like a bad start.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Homey](#) on Tue, 14 Dec 2004 01:19:17 GMT
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SpoonyKinda takes away the point of using anything else, doesn't it?

If you think you can't get MVP using nothing but a n00bjet to shoot tanks you're not damaging, I'm guessing you never played in Fastc0nn a few months ago. It's all people did...
I manage without shooting vehicles, excluding air :/
Hence the 80 kills

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Spoony_old](#) on Tue, 14 Dec 2004 01:57:28 GMT
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smwScottSpoonyWould it blow it up faster than a railgun or a rocket launcher would? I seriously fucking doubt it.

With that comment it sounds as if you're viewing Renegade realistically. Realistically this game wouldn't be fun, because yes a rail gun or a rocket launcher would do incredible damage to most vehicles. Your argument against the ramjet being too strong is to complain about lesser weapons not being able to do it as well.

No, I am not viewing Renegade in the "realistic" sense, I am questioning why people cannot see what utter bullshit it is how a weapon which is supposed to be anti-infantry will chew up a tank

faster than weapons which are supposed to be anti-tank, at the same time without having the disadvantages those weapons have (PIC reload time, Mobius short range, Gunner rocket is dodgable).

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [smwScott](#) on Tue, 14 Dec 2004 02:37:55 GMT
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SpoonyNo, I am not viewing Renegade in the "realistic" sense, I am questioning why people cannot see what utter bullshit it is how a weapon which is supposed to be anti-infantry will chew up a tank faster than weapons which are supposed to be anti-tank, at the same time without having the disadvantages those weapons have (PIC reload time, Mobius short range, Gunner rocket is dodgable).

Your missing the point, it's not supposed to be anti-infantry only. If WS wanted it to be anti-infantry only then that would have been easy to arrange. As a matter of fact, anti-material rifles similar to that in real life are rarely used for infantry, and mainly for light armor. Also, the weapons you mentioned are more effective at damaging vehicles (even the lightly armored ones, although the Ramjet is the best bet because of the range).

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Deathgod](#) on Tue, 14 Dec 2004 03:39:44 GMT
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While the ramjet in theory should do some damage to vehicles, it's pretty bullshit the way it is right now vs light armor.

And on the realism topic, yeah, a railgun would fucking core a Humvee. It would be owned, period. It'll take you 3 or 4 shots with a high-caliber rifle to achieve vehicular death, and even then it wouldn't be nearly as complete as an RPG or a tank shell or a railgun, yet the ramjet does as much damage as all of these things. Even given Renegade's loose grasp on reality that's still bullshit.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [addseale2](#) on Fri, 17 Dec 2004 10:47:39 GMT
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SpoonyIceSword7Have you ever seen the tremors2?

I think the gun nut guy is named burt. Anyway remember that gun he used to take out that one walking graboid. It was like super powered and not only did it blow the graboid to pieces but it cut right threw the truck behind it.

THATS WHAT GUN SAKURA AND HAVOC ARE USING!

You're being unusually coherent here, but I'm betting that gun "the Elephant Gun", they called it, didn't have infinite range, and wouldn't do more damage than a rocket launcher.

It wasn't an elephant gun he had then, He had one in Tremors one. It was a 50mm anti tank rifle with custom-ordered copper-headed rounds.
And that was a shreaker, not a graboid.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Renx](#) on Fri, 17 Dec 2004 12:01:37 GMT
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HomeySpoonyKinda takes away the point of using anything else, doesn't it?

If you think you can't get MVP using nothing but a n00bjet to shoot tanks you're not damaging, I'm guessing you never played in Fastc0nn a few months ago. It's all people did...
I manage without shooting vehicles, excluding air :/
Hence the 80 kills

Just as easy to do with a 500 sniper, if you're any good.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [addseale2](#) on Fri, 17 Dec 2004 18:07:45 GMT
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I never really use/used the n00bjet, It's so skillless it's the renegade AWP. Gimme a nice tiberium fletcher rifle or Nade launcher =)

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Jecht](#) on Sat, 18 Dec 2004 14:49:10 GMT
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fletcher rifles take less skill than a 500 sniper rifle.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Spoony_old](#) on Sat, 18 Dec 2004 16:01:33 GMT
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smwScottYour missing the point, it's not supposed to be anti-infantry only. If WS wanted it to be anti-infantry only then that would have been easy to arrange.
I'll concede that I worded my statement badly.

smwScottAlso, the weapons you mentioned are more effective at damaging vehicles (even the

lightly armored ones)

Where the FUCK did you get that idea from? Have you ever actually played Renegade?

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Aircraftkiller](#) on Sat, 18 Dec 2004 22:53:59 GMT
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Doesn't look like he has. Ramjets destroy most light vehicles in six shots or less. Four shots per magazine, high firing rate, do the math...

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [smwScott](#) on Sat, 18 Dec 2004 23:44:36 GMT
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SpoonyWhere the FUCK did you get that idea from? Have you ever actually played Renegade?

No, I've never played the game before in my life, I just like to hang around message boards and talk about the intricate details of it.

You were comparing the Ramjet to the likes of Mendoza/Sydney and Railgun/PIC. These are both more effective at taking out lightly armored vehicles when they're in range. If you mean conventional ones like rocket soldiers then no, characters that cost approximately \$400 are not as effective against light armor as the Ramjet is.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Spoony_old](#) on Sun, 19 Dec 2004 00:11:48 GMT
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smwScottNo, I've never played the game before in my life, I just like to hang around message boards and talk about the intricate details of it.

I honestly can't tell whether you're being sarcastic or not.

smwScottYou were comparing the Ramjet to the likes of Mendoza/Sydney and Railgun/PIC. These are both more effective at taking out lightly armored vehicles when they're in range. No, they aren't...

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [xptek](#) on Sun, 19 Dec 2004 00:20:56 GMT
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SpoonysmwScottNo, I've never played the game before in my life, I just like to hang around message boards and talk about the intricate details of it.

I honestly can't tell whether you're being sarcastic or not.

It's pretty obvious.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word

Posted by [Jecht](#) on Sun, 19 Dec 2004 01:46:12 GMT

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it depends on how skilled you are at the Rocket Soldier. Light vehicles are fast, so i would say the Rocket soldier is less effective, but if you are able to hit a humvee every time with a rocket soldier, go for it.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word

Posted by [Spoony_old](#) on Sun, 19 Dec 2004 13:04:28 GMT

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Even if you hit every rocket dead on, you won't kill a light vehicle nearly as fast as the ramjet does.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word

Posted by [ADM](#) on Sun, 19 Dec 2004 13:35:10 GMT

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Well if ramjet users are a problem, just get someone who's decent at sniping to get a 500 sniper. If they are any good, they should be able to wipe out most of the ramjet users allowing your team to continue with using light armour vehicles.

Teamwork.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word

Posted by [Spoony_old](#) on Sun, 19 Dec 2004 14:32:51 GMT

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That isn't the point...

The point is that Ramjets are horribly overpowered. Just because a Ramjet user can be killed by a more highly-skilled player using, say, a 500 sniper, does not solve the overpower problem of the Ramjet.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word

Posted by [Jecht](#) on Sun, 19 Dec 2004 15:22:22 GMT

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yes it does spoony, more skilled players beat less skilled players, its the way the game works. If you cant adapt to destroy the Ramjet then the Ramjet will destroy you. Cuz if you you kill a ramjet, then.....hes gone! woohoo! problem solved. if he comes back, do it again. and until he realizes that he cant compete, u keep scoring 90 points offa hs.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [ADM](#) on Sun, 19 Dec 2004 15:42:40 GMT

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Both sides have ramjet, so both sides can 'fight fire with fire'. If they get ramjets, you get them. Or even better, you out skill them with a lesser infantry type. This works on any sniper/infantry character in the game - I know from experience.

This is Renegade, where infantry will rule the game if not controlled. It's been like this since beta, and it doesn't need changing (IMHO).

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Spoony_old](#) on Sun, 19 Dec 2004 17:29:18 GMT

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=[DT=gbull=[L]=]yes it does spoony, more skilled players beat less skilled players, its the way the game works. If you cant adapt to destroy the Ramjet then the Ramjet will destroy you. Cuz if you you kill a ramjet, then.....hes gone! woohoo! problem solved. if he comes back, do it again. and until he realizes that he cant compete, u keep scoring 90 points offa hs.
Absolutely dead wrong.

Here's what's more likely to happen. A semi-skilled player buys a ramjet, gets lots of kills by bodyshotting (and thinks he's a 1337 sniper for doing so), gets ridiculous amounts of points by shooting tanks from the other end of the map, then gets headshotted by someone who is actually good at the game using a 500 sniper.

From the n00bjetter's point of view, that's a good trade for his life. Lots of easy kills, lots of easy points, zero skill used. So he'll keep doing it.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [ADM](#) on Sun, 19 Dec 2004 18:03:22 GMT

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Spoony=[DT=gbull=[L]=]yes it does spoony, more skilled players beat less skilled players, its the way the game works. If you cant adapt to destroy the Ramjet then the Ramjet will destroy you. Cuz if you you kill a ramjet, then.....hes gone! woohoo! problem solved. if he comes back, do it again. and until he realizes that he cant compete, u keep scoring 90 points offa hs.

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From the n00bjetter's point of view, that's a good trade for his life. Lots of easy kills, lots of easy points, zero skill used. So he'll keep doing it.

Then the 500 sniper will kill him again and again till the person can't buy a ramjet, so he has to be a normal soldier. Where he will get HS by that 500 sniper everytime he walks out of base.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Spoony_old](#) on Sun, 19 Dec 2004 19:10:40 GMT
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We're assuming no one else is trying to kill this 500 sniper? In reality there are gonna be other n00bjetters on the enemy, so he will have a withering hail of bodyshots to face. APCs coming after him. Who knows, there might also be a decent sniper on the opposition as well.

You are completely missing the point. The point is, and always has been, that the fact you can kill a Havoc with one shot still means they are horribly overpowered.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Falconxl](#) on Sun, 19 Dec 2004 20:09:32 GMT
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Then the 500 sniper will kill him again and again till the person can't buy a ramjet, so he has to be a normal soldier. Where he will get HS by that 500 sniper everytime he walks out of base. [/quote]

Long time no see ADM.

Here's something to chew on.

What's that 500 credit sniper gonna do about to 2-3 other n00bjets that are present and shooting at him? N00bjets almost always travel in packs.

The n00bjet is so over powered it makes all the n00bs want to use it for easy points/kills.

There are only a handful of skilled players who can userp a n00bjetter with any other character class. You can count on one hand the number of pilots who can do it.

As I stated in a previous post, the n00bjet was NOT the intended anti air and anti artillery weapon for the game. Because of all the n00b whiners who wanted the game finished and kept bitching to

EA about it, Westwood was never able to complete the setup for the rockets which should have been the anti air/ anti artillery weapon.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word

Posted by [Jecht](#) on Sun, 19 Dec 2004 20:20:32 GMT

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i myself have taken a pack of n00bjets today(4). And you assume that I am the ONLY sniper trying to kill them as well, i will be shot at by more snipers probably, but so will they. It balances out, and if it doesnt balance out, its your own fault. Like I said before, a skilled sniper beats an unskilled sniper 85% of the time. I say 85% because the n00b might get lucky and score a hs or two body shots. But i can live with that cuz of the points you get for a Havoc hs and the money it takes them in order to obtain the ramjet make it so its fair.

I am not speaking for myself, i almost never use a ramjet, just because i suck with them. The fire rate for the 500 is just soo much better than the 1000(another reason why it balances out in sniper/sniper warfare).

Subject: Havoc\Sakura on Ramjet Rifles - Final Word

Posted by [Spoony_old](#) on Sun, 19 Dec 2004 20:40:43 GMT

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OK. One last time.

WE ARE NOT TALKING ABOUT THE DAMAGE AGAINST INFANTRY

Subject: Havoc\Sakura on Ramjet Rifles - Final Word

Posted by [Jecht](#) on Sun, 19 Dec 2004 22:15:49 GMT

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I REALISE THIS BUT THIS IS HOW YOU COUNTER SNIPERS. U ARENT LISTENING, U CANT JUST USE TANKS ALL THE TIME AND THINK YOU ARE GOING TO WIN, STRATEGY IS NEEDED. I USE TANKS AS MUCH AS THE NEXT PERSON, BUT CERTAIN SITUATIONS CALL FOR INFANTRY SUPPORT. GEEZ TY SPOONY YOU BROKE MY CAPS LOCK.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word

Posted by [Spoony_old](#) on Sun, 19 Dec 2004 23:26:21 GMT

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I can't help but notice you completely fail to address the actual point.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Deactivated](#) on Sun, 19 Dec 2004 23:29:20 GMT
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Ramjetters can kill most infantry with one shot with no real skill needed.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Spoony_old](#) on Sun, 19 Dec 2004 23:45:16 GMT
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Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [ADM](#) on Sun, 19 Dec 2004 23:55:32 GMT
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If there are more ramjet users then you simply either:

- Get a tank to occupy the snipers while you take them off from behind.
- Ask someone else to help to snipe, thus taking the workload off.

There are many tactics, still the more snipers there are - the more points there are up for offer.

If your team has no snipers or any other methods of countering these ramjet users, then you deserve to lose. Every game I play in AOW, my team has no problems with snipers, because I take the role of sniping even though I'd rather be in a tank. Teamwork and strategy, rather than sitting on a hill in a tank shooting the power plant.

So if these so called n00bs go for easy kills and points with ramjet, then so does your team. Except you do it BETTER.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Spoony_old](#) on Mon, 20 Dec 2004 00:09:18 GMT
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Are you suggesting the majority of a team should be "sniping"? Realistically it should be about 10%, shouldn't it?

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [ADM](#) on Mon, 20 Dec 2004 00:15:58 GMT
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There is no set percentage, you just fight fire with fire. Do whatever is needed to counteract the opponents strategy, and have a counter ready for that counter.

Mind games I tell ya.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Aircraftkiller](#) on Mon, 20 Dec 2004 00:19:08 GMT
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You can't counter something that's uncounterable by anything but the same type of unit. You know why RTS games like Command & Conquer are balanced? Because every unit has a counter. You should never have to send the same unit after another identical unit to kill it as YOUR ONLY EFFECTIVE SOLUTION.

For example:

Rocket Soldiers destroy tanks. Tanks can run over Rocket Soldiers but this isn't easy. Rocket Soldiers are extremely susceptible to Rifle Soldier fire, or any kind of AP fire.

Get how that's balanced? The Rocket Soldier is good against one thing, but not everything. The Ramjet is good at EVERYTHING! Same with the stupid 500 credit sniper too.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Spoony_old](#) on Mon, 20 Dec 2004 00:32:27 GMT
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ADM you just fight fire with fire. Do whatever is needed to counteract the opponents strategy, and have a counter ready for that counter.

Mind games I tell ya.

So what you're basically saying is, if everyone on the opposition is using ridiculously overpowered weaponry to compensate for their lack of skill and get disproportionate amounts of points for what they're actually doing, I should do the same.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [ADM](#) on Mon, 20 Dec 2004 00:38:41 GMT
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Ramjet does have a hefty cost for usage, all it takes is someone to kill you and you've gone down a 1000. You could rush a base and destroy a building before the other side even starts buying ramjets.

Skill and good tactics are the counter to ramjets. A lot of things appear to have no counter on the outside. Just because it doesn't have an immediate counter cycle as most things 'appear' to have,

it doesn't mean a counter doesn't exist.

BTW would you consider stealth as a counter to sniping?

My main point is that I know ramjet are slightly overpowered as stated earlier - but that is what Renegade is known for now. Most people have adjusted to this now, changing it will only make things worse. (IMO)

Subject: Havoc\Sakura on Ramjet Rifles - Final Word

Posted by [ADM](#) on Mon, 20 Dec 2004 00:40:36 GMT

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SpoonyADM you just fight fire with fire. Do whatever is needed to counteract the opponents strategy, and have a counter ready for that counter.

Mind games I tell ya.

So what you're basically saying is, if everyone on the opposition is using ridiculously overpowered weaponry to compensate for their lack of skill and get disproportionate amounts of points for what they're actually doing, I should do the same.

That's one way to look at it. There's nothing disproportionate about it though. If it's been in a game for 3 years without being talked about or been dealt with till now then it's not really disproportionate.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word

Posted by [Blazer](#) on Mon, 20 Dec 2004 01:40:11 GMT

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I've always said I think the Ramjet should damage vehicles, but much less than it does now, with a lot less points. It should continue to do the same damage to infantry. The 500 cred sniper rifle should NOT damage vehicles AT ALL...come on its basically a deer rifle it shouldnt be able to take out a mrls/mobart from across the map.

Anyone disagree with this?

Subject: Havoc\Sakura on Ramjet Rifles - Final Word

Posted by [Jecht](#) on Mon, 20 Dec 2004 01:56:09 GMT

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ADM If your team has no snipers or any other methods of countering these ramjet users, then you deserve to lose.

Yep, ive tried saying this many time already...they just dont get it tho.

Aircraftkiller You can't counter something that's uncounterable by anything but the same type of

unit

Ramjet < Tiberium Flechette Gun
Ramjet < Laser Chaingunner
Ramjet < Stealth Black Hand
Ramjet < Armored Personnel Carrier
Ramjet < Medium/Light Tank
Ramjet < Better Sniper

No Levels are completely wide open, so dont tell me there is no way to sneak up on snipers because I do it, and have it done to me on a daily basis. If you are good at any of the weapons above, you should have no problems.

Ramjets get 8 points per shot they hit on a Mammy i believe (correct me if im wrong). but 8 points for 32 shots they carry is only 256 points. Now in order to rattle off 32 shots with a ramjet takes a lot of time and it takes alot of time getting back to base to refill after you do this. And if your a mammy pounding a WF while a sniper is shooting you, your gonna get ALOT more points.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [m1a1_abrams](#) on Mon, 20 Dec 2004 02:29:29 GMT
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Blazer!ve always said I think the Ramjet should damage vehicles, but much less than it does now, with a lot less points. It should continue to do the same damage to infantry. The 500 cred sniper rifle should NOT damage vehicles AT ALL...come on its basically a deer rifle it shouldnt be able to take out a mrls/mobart from across the map.

Anyone disagree with this?

It depends how much damage you think the Ramjet should do. If you're thinking around the level of damage to light armour that the regular sniper rifle does currently, then I would have to disagree.

On most maps infantry have the ability to fire out from inside cover that can't be reached by vehicles. If you're in a Buggy on City Flying, you have almost zero chance of winning a fight against a skilled Deadeye firing from the tunnels. He can move in and out of cover, hitting you instantly from long range until he's chipped away all of your health, and the only thing you can do is withdraw from the field. You can't fight back because if the sniper hides in the tunnels, you can't reach him with your vehicle, so you can't damage him. The long range and the instant hitting properties of the sniper rifles are just too much in conjunction with the ability to make yourself impervious to harm when required. It doesn't matter how much you reduce the damage vs. vehicles unless you make it almost negligible, because they can keep firing at you with no fear of retaliation. All that damage they're inflicting builds up over time and it's not like snipers are going to be the only enemy shooting at a light armoured vehicle. Against infantry it's more balanced because they can follow you into cover and engage you at close quarters.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [flyingfox](#) on Mon, 20 Dec 2004 18:21:41 GMT
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=[DT=gbull=[L]=]
Ramjet < Tiberium Flechette Gun
Ramjet < Laser Chaingunner
Ramjet < Stealth Black Hand
Ramjet < Armored Personnel Carrier
Ramjet < Medium/Light Tank
Ramjet < Better Sniper

All of those get wasted except the med and apc, and the sniper doesn't count.

Look, the bottom line is, fuck that. Some people want to actually enjoy their game instead of losing their vehicle in 10 seconds to instant hitting, almost impossible to counter n00b cannons. Of course you would say I should send an SBH or apc or whatever over there to counter the sniper. What then? I go back to using what I want to use, and out comes another n00b cannon.

It's like saying if there's a pesky fly in your house and the only way to kill it is to crush it, you should keep throwing fly repellent at it to temporarily weaken it. Then it keeps coming back and all you want to do is relax and watch some tv.

Let's not forget how many people use them once you've no bar/hon...it's seriously impossible to have a GG once that happens, since you get wasted over and over as you leave buildings. Why bother dodging? you'll die anyway. At least you stand a chance w/a rifle soldier against any other character.

The bottom line is that their damage values need toned down or they need to be removed completely along with quite a few other changes to compensate. And nobody has refuted falconxl's point about renegade meant to having seek-out rockets instead of ramjet rifles.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [buxton4](#) on Mon, 20 Dec 2004 19:16:39 GMT
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The ramjet does do a disproportionate amount of damage to arty units.

OT: Isn't it ironic that a topic entitled - "The final word" has spawned a four page debate

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [ADM](#) on Mon, 20 Dec 2004 19:38:20 GMT
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[quote="flyingfox"]=[DT=gbull=[L]=]
And nobody has refuted falconxl's point about renegade meant to having seek-out rockets instead

of ramjet rifles.

Yes but just bcause something was 'meant' to happen, that doesn't change the fact that Renegade has been this way for 3 years. I don't see why all of a sudden it's a major considering that ramjet users have been doing what they do now since day one.

I remember this issue back in beta as someone said it could be a possible problem. Delphi commented that this issue was fine and that the chemistry of the game made it very possible to counter ramjet. Back then everyone replied with their own counters and everyone was fine with it all.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Falconx1](#) on Mon, 20 Dec 2004 20:47:29 GMT
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ADM I bitched once I saw the damage done durring the air beta as did others. But there were more n00bjettters saying it was fine than there were us multiskilled players complaining.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Weirdo](#) on Mon, 20 Dec 2004 20:48:14 GMT
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It might just be me, I only play on the pits, but I actually don't see many people pointwhoring with snipers. The only time they really get active is on maps like Walls Flying, City Flying, or Field. On the 2 flying maps, the game more oftenly results in a win bye base destruction, so who cares about snipers. And on Field the tanks are the most important in the field. And the snipers are more active in the tunnels. But since they actually also give a nice set of points back, when you kill them they aren't really a problem in the tunnels. Just use infantry that give away less points.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Jecht](#) on Mon, 20 Dec 2004 22:19:57 GMT
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um, ADM, i didnt write that dude, it was AirCraftKiller. And FlyingFox, they dont get "Wasted" by the Ramjet. Have you ever tried hs him?

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Hulkcore](#) on Mon, 20 Dec 2004 22:21:34 GMT
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I say leave them the way they are. Helis would be ultra powerful without them. And the thing is, even if we had seeking rockets, would they kill a heli in one shot like real life? Cause you ppl

would b!tch about that too. There are PLENTY of ways to counter snipers. APCs, Tanks, other snipers, shotguns...etc... If you can't defend your bar/hon, you deserve the crippling effect of it's absence, just like any other building. That's the whole freaking point of the game, to destroy the enemy while defending your base. So don't complain about losing the hand and getting owned by havocs, you deserve the torture cause you lost the hand. The light armor vehicles are light armor for a reason, they each serve specific purposes. A hummer shouldn't be as hard to kill as an apc, it's meant for recon, not for transport, etc...

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Aircraftkiller](#) on Mon, 20 Dec 2004 22:29:37 GMT
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COMMAND & CONQUER IS NOT BASED ON REALITY, ENOUGH WITH THE REAL LIFE ARGUMENT, THIS GAME IS NOT REAL LIFE; WERE IT REAL LIFE TANKS WOULD NOT HAVE TRAIN WHEELS FOR WHEELS AND WOULD NOT TAKE 10+ HITS FROM A 105MM CANNON TO BE DESTROYED.

INFANTRY WOULD NOT TAKE MULTIPLE HEADSHOTS TO KILL.

ROCKETS WOULD FLY MUCH FASTER.

BULLETS WOULD NOT DAMAGE TANKS.

REALISM ARGUMENTS DO NOT WORK HERE. GAMEPLAY BALANCE IS NOT AND WAS NOT DICTATED BY REALISM OR REAL LIFE.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [glyde51](#) on Mon, 20 Dec 2004 22:31:49 GMT
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Actually, sometimes people can survive being shot in the head.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Jecht](#) on Mon, 20 Dec 2004 22:37:29 GMT
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yes glyde, but they couldnt keep fighting afterwards.... :rolleyes:

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Javaxcx](#) on Mon, 20 Dec 2004 22:43:25 GMT
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AircraftkillerThe Ramjet is good at EVERYTHING! Same with the stupid 500 credit sniper too.

So is Mobius.

Frankly, what you and everyone else seem to be whining about with these sniper's is that they can in fact... shoot long distances. We're all agreed that the points given per sniper bullet are way to high. So that should be changed for the sake of balance. However, when it comes to the damage the Ramjet and the basic sniper rifle do against vehicles, all of you use your brains and stop thinking on an all-or-none basis.

What most of you seem to be forgetting is that Renegade is based off of (not a replica, as far as I know) of an RTS (real time strategy game) called Command and Conquer Tiberian Dawn. ADM is absolutely right. Stop whining about why there is a big bad sniper owning you and select a unit or a vehicle that can deal with it. If you don't have a barracks, Hand of Nod, war factory, or airstrip because your team sucks the wang chung, your arguements are all but invalid. Believe it or not, the sniper's damage and capabilities are easily matched by many units. What people seem to forget is that regardless of how powerful the sniper is, he still has to HIT you in order to do damage. In which time, you can quite easily unload as many rounds necessary from one of the semi/automatic weapons necessary to take him out.

But even more importantly, if there are an abunance of snipers on the field, and you still have all your buildings, get a damn tank and ignore them. It is the faulty strategy on the sniper's team that will result in the ownage of their base by YOUR tanks. If you don't have the necessary buildings, you've already fucked up and those snipers have every right to kick your ass.

What I find entertaining is how much you nay-sayers are trying to balance the game to be exactly like the original Command and Conquer. All the while forgetting that just about everything you're striving for would result in a game far more unbalanced then you claim it to already be. Last time I checked, TD starred Orcas which didn't have machine guns. That's fine. But then again, the only infantry that could hit it were rocket soldiers, certainly not any vehicles that I can recall off hand. So what does that mean? When you lose the Hand of Nod, you lose your ability to destory Orcas? Or what about APCs? Couldn't a set of 5 or so GDI or Nod soldiers wipe out an APC in under 30 seconds? Doesn't that kind of firepower render base defences all but obsolete? The list goes on and on.

Stop whining about the damage dealt by the Ramjets because they don't correspond with the original Command and Conquer (because, after all, there were no Ramjets in TD, or Repair guns, or specialized characters outside the commando, or PICs, or Railguns, or Stealth Blackhands, etc) and deal with the problem strategically. The game has lasted for an approximate time of 3 years on these settings, and it has been fine.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [buxton4](#) on Mon, 20 Dec 2004 22:52:18 GMT

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JavaxcxAircraftkillerThe Ramjet is good at EVERYTHING! Same with the stupid 500 credit sniper too.

So is Mobius.

Frankly, what you and everyone else seem to be whining about with these sniper's is that they can in fact... shoot long distances. We're all agreed that the points given per sniper bullet are way to high. So that should be changed for the sake of balance. However, when it comes to the damage the Ramjet and the basic sniper rifle do against vehicles, all of you use your brains and stop thinking on an all-or-none basis.

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Great sense Java, you shot down both arguments and put forward your own argument, with just one post.

OT: any idea when fudonline will be back up I need to re download arnie's strings after installing CP1

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Javaxcx](#) on Mon, 20 Dec 2004 22:53:13 GMT
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Not a clue. I'm not sure why it's down, actually.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Aircraftkiller](#) on Mon, 20 Dec 2004 23:30:22 GMT
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Quote:So is Mobius.

No, he's not. Mobius is only good at close range and takes more time to destroy a Buggy or Hum-vee than a n00b cannon does.

Quote:Frankly, what you and everyone else seem to be whining about with these sniper's is that they can in fact... shoot long distances. We're all agreed that the points given per sniper bullet are way to high. So that should be changed for the sake of balance. However, when it comes to the damage the Ramjet and the basic sniper rifle do against vehicles, all of you use your brains and stop thinking on an all-or-none basis.

No one has a problem with them shooting long distance. That's the entire point of a sniper rifle.

The n00b cannon does not need to damage vehicles anywhere near as much as it does now. Maybe 5% of its current vehicle damage is acceptable, but not what it is immediately.

Quote:What most of you seem to be forgetting is that Renegade is based off of (not a replica, as far as I know) of an RTS (real time strategy game) called Command and Conquer Tiberian Dawn.

I've been following Renegade since 1998. It was pitched then and was pitched in 2002 as being C&C95 in first person.

Quote: Stop whining about why there is a big bad sniper owning you and select a unit or a vehicle that can deal with it.

Both "snipers" destroy all of these units:

MRLS
Artillery
Hum-vee
Buggy
Orca
Apache
Transport Helicopter

All infantry

What does that leave undamaged, but getting horrible points off?

APC

Mammoth Tank

Medium Tank

Light Tank

Stealth Tank (which literally gives off like 23 points a shot)

Oh yes. Lets get those units so they can shoot my Light Tank for 10 points a shot. By the time I drive across the bridge on City Flying, assuming I haven't been shot up already, they can have 100+ points from just shooting at my tank. By the time I destroy one, I made no point profit. I gave the enemy more points by just getting a vehicle than I did killing the soldier that did the damage to my vehicle.

Quote:What people seem to forget is that regardless of how powerful the sniper is, he still has to HIT you in order to do damage. In which time, you can quite easily unload as many rounds necessary from one of the semi/automatic weapons necessary to take him out.

OH LIKE IT'S THAT HARD TO HIT SOMEONE WITH A WEAPON THAT HAS FOUR SHOTS PER MAGAZINE AND HAS NO RECOIL, AND FLICKERS SIDE TO SIDE WHILE SCOPED TO MAKE IT EVEN HARDER TO TARGET THE ATTACKER.

Quote:But even more importantly, if there are an abundance of snipers on the field, and you still have all your buildings, get a damn tank and ignore them.

By the time they finish taking my armor off my tank with the n00b cannons, I'll have probably 200 points from attacking a building. They'll have more. It's useless to get a tank, you lose anyways.

Quote: Last time I checked, TD starred Orcas which didn't have machine guns. That's fine. But then again, the only infantry that could hit it were rocket soldiers, certainly not any vehicles that I can recall off hand.

The reason why tanks couldn't aim at aircraft was that they moved so fast, which makes it futile for them to attempt firing with unguided tank shells. Obviously this can be done in first person but takes a lot of luck or skill to pull off.

Orcas don't need a machine gun. Apaches don't need missiles.

Quote:Stop whining about the damage dealt by the Ramjets because they don't correspond with the original Command and Conquer

As I said earlier this game was pitched as being C&C95 in first person. The Commando is meant to be Havoc. Havoc's gun is supposed to be useful against infantry only.

The game has not been fine. People don't stop playing games because they're fun. They stop playing them, like this one, because it sucks.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Crimson](#) on Mon, 20 Dec 2004 23:34:44 GMT
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AircraftkillerPeople don't stop playing games because they're fun. They stop playing them, like this one, because it sucks.

Like you... you started playing, and just three short years later you were done!

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Aircraftkiller](#) on Mon, 20 Dec 2004 23:37:31 GMT
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Yes, I stopped playing because it sucks.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [rm5248](#) on Mon, 20 Dec 2004 23:45:26 GMT
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AircraftkillerPeople don't stop playing games because they're fun. They stop playing them, like this one, because it sucks.

Or, you know, maybe people get bored with it after a while?

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Aircraftkiller](#) on Mon, 20 Dec 2004 23:52:35 GMT
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Unlike CounterStrike, which has many players from 1998 still...

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [dal11](#) on Tue, 21 Dec 2004 00:50:49 GMT
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I'm sorry but CS was and still is geared to DM people. Run, shoot, kill, dearm bomb\plant bomb, kill the hostage\save the hostage, wash rinse repeat. And you talk about a game being boring? So please stop with the "CS is better game cause it has more people playing it" syndrome.

One reason I still play renegade and sometimes BF1942 , is the vehicle warfare part of it. Add building kills and it adds another level of uniqueness NOT found in the supposed uber leet CS. Is this a knock against CS? From me personaly, yes I don't like FPS DM games with the exeption of Ureal Tourney, a knock against the game it self? No, it remains popular because of one reason, It

was designed by fans for fans and Seirra was smart enough to not mess with its formula when they started publishing it.

And remember this when you talk about how ugly renegade looks, CS looks ugly because it used old tech when it was made. But you still like to play it right? Or are you playing just because it looks pretty now?

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Blazer](#) on Tue, 21 Dec 2004 00:54:18 GMT
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again the Ramjet is a powerful weapon, and I have no problem with it doing some good damage against a light vehicle (but not as much as it does now, nor the amount of points). The 500 cred sniper rifle should be INFANTRY ONLY :twisted:

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [YSLMuffins](#) on Tue, 21 Dec 2004 01:02:12 GMT
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AircraftkillerWhat does that leave undamaged, but getting horrible points off?

APC
Mammoth Tank
Medium Tank
Light Tank
Stealth Tank (which literally gives off like 23 points a shot)

Oh yes. Lets get those units so they can shoot my Light Tank for 10 points a shot. By the time I drive across the bridge on City Flying, assuming I haven't been shot up already, they can have 100+ points from just shooting at my tank. By the time I destroy one, I made no point profit. I gave the enemy more points by just getting a vehicle than I did killing the soldier that did the damage to my vehicle.

I think we all agree about the flawed point system now. :-\

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Aircraftkiller](#) on Tue, 21 Dec 2004 01:43:30 GMT
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dal11I'm sorry but CS was and still is geared to DM people. Run, shoot, kill, dearm bomb\plant bomb, kill the hostage\save the hostage, wash rinse repeat. And you talk about a game being boring? So please stop with the "CS is better game cause it has more people playing it"

syndrome.

One reason I still play renegade and sometimes BF1942 , is the vehicle warfare part of it. Add building kills and it adds another level of uniqueness NOT found in the supposed uber leet CS. Is this a knock against CS? From me personally, yes I don't like FPS DM games with the exception of Ureal Tourney, a knock against the game it self? No, it remains popular because of one reason, It was designed by fans for fans and Seirra was smart enough to not mess with its formula when they started publishing it.

And remember this when you talk about how ugly renegade looks, CS looks ugly because it used old tech when it was made. But you still like to play it right? Or are you playing just because it looks pretty now?

Did I say CS was better? I said it has 500x the amount of players that Renegade does. CS is not a deathmatch game. It's tactical strategy in close quarters combat. Deathmatch is HL2DM, running around killing people while respawning and having no objective but to kill.

CS requires you to do more. Be it rescue hostages or plant bombs, it's not deathmatch.

CS:S is just like CS, except it looks amazing and plays great. Something Renegade doesn't do.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word

Posted by [dal11](#) on Tue, 21 Dec 2004 01:55:44 GMT

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Ok I should have said geared towards FPS people.

Renegade was designed as a treat to C&C fans nothing more, it was never meant to be "gotten" by everyone or be the next Half Life. I remember an interview a site had with Sperry and those were his words basically.

As for saying its better? Shitting on the game and those who still play, enjoy and support it, at the same time going on constantly about how good CS\CS:S looks has 500X more people yadda yadda.

"Implied" mean anything to you?

Subject: Havoc\Sakura on Ramjet Rifles - Final Word

Posted by [Hulkcore](#) on Tue, 21 Dec 2004 03:38:28 GMT

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and ACK, seriously, no one cares that you don't play ren anymore, no one cares about your reasons, you're not going to "win" any "converts" to CS here...so why do you keep posting pointless crap? Do you feel you need to compensate for the small size of you genitals by posting in a forum dedicated to a game you "hate" and no longer play, trying to make yourself feel bigger by thinking that you are a better person because you have all this "expert" knowledge on why Renegade is such a crappy game? I think that you actually just feel like all of us do, Renegade is an great game, with a great concept, that got screwed over by stupid industry politics and will

never be everything that it could have been and should have been. If you really hated it as much as you claim than you never would have spent 3 years playing it, you wouldn't still concern yourself with what you view as its glitches, and you wouldn't keep posting in forums about it. So why don't you either admit that the reason you care is because Renegade is an incredibly great and underappreciated game, or just actually leave Renegade to us and stop posting in these forums?

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [smwScott](#) on Tue, 21 Dec 2004 06:33:43 GMT
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Eh ... CS is a horrible game. I mean it's a great mod but to receive the amount of hype and recognition it has over the years is ridiculous. The formula is so outdated and so repetitive ... I just don't understand why people enjoy playing it so much. I admit that I enjoyed CS for a few weeks when I first played it, then CS:S for a couple more when I got that. But I played Renegade for three years, kinda hard to compare. I even got a lot more play out of Americas Army, which actually requires a brain to play. The amazing thing is that most games which sell as mediocre as Renegade did would have completely dead online communities right now. Games like NOLF 1/2 sold considerably better and you can't even find a server for them now. Even Splinter Cell: Pandora Tomorrow is dead in the water (ashame too, great online).

Although Renegade didn't appeal to a very mainstream audience, the people who did buy it obviously liked it a lot, as they're still playing. The reason CS did so well is because of Half Lifes enormous install base, which admittedly grew even larger because of CS. If Renegade had been given the proper treatment upon release (as in a far superior graphics engine and much more polish) it would likely be far more successful than it currently is.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Aircraftkiller](#) on Tue, 21 Dec 2004 07:12:40 GMT
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So you're saying an average of 900 people are all that bought Renegade, because that's about all who's playing? Renegade sold close to a million copies, and we have maybe 1% of those players now.

Quote:and ACK, seriously, no one cares that you don't play ren anymore, no one cares about your reasons, you're not going to "win" any "converts" to CS here...

My name isn't ack, and you obviously care because you respond. I'm not trying to convert anyone to CS:S, I'm pointing out the simple fact that CS is played by 500 times the amount of players Renegade has... CS has something that Renegade doesn't, the ability to appeal to a lot of people instead of just a few hundred people. C&C players mostly dropped it and don't consider it a real C&C game because it fucked up the story, gameplay and damage structure.

Quote:so why do you keep posting pointless crap? Do you feel you need to compensate for the

small size of you genitals

My penis is reasonably large and has little or nothing to do with this thread until you brought it up. Do you have to compensate for your imaginary penis by posting worthless crap?

Quote:stupid industry politics

Correction, a stupid game development company. Westwood Studios was only good before it developed Tiberian Sun and got new employees. At the point that TS was released, everyone knew it didn't live up to the hype. Neither did Firestorm, RA2, Pirates: The Legend of Black Kat, Earth & Beyond, and Renegade.

This is what happens when you have incompetent management who doesn't see the value in supporting games. C&C95 and Red Alert got lots of support. Red Alert had two expansion packs and even made it to the 3.03 state... No other WS game has gone above version 3.0 that I know of.

Quote:So why don't you either admit that the reason you care is because Renegade is an incredibly great and underappreciated game

If it were actually good I would say so.

Quote: If you really hated it as much as you claim than you never would have spent 3 years playing it

People can be wrong. I certainly was.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [knight1b](#) on Tue, 21 Dec 2004 07:50:30 GMT
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You know who cares what the pitched the game as that was a few years ago and it didnt come out like that well Boo who get over it and move on stop gripeing about it. If you like it play it if you dont leave the rest of us alone.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Aircraftkiller](#) on Tue, 21 Dec 2004 10:43:12 GMT
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Yeah, because false advertisement ISN'T WRONG! You heard it here folks, it must be true!

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [m1a1_abrams](#) on Tue, 21 Dec 2004 11:30:41 GMT

JavaxcxFrankly, what you and everyone else seem to be whining about with these sniper's is that they can in fact... shoot long distances. We're all agreed that the points given per sniper bullet are way to high. So that should be changed for the sake of balance. However, when it comes to the damage the Ramjet and the basic sniper rifle do against vehicles, all of you use your brains and stop thinking on an all-or-none basis.

OK, forgetting aircraft and artillery for a minute, since good arguments can be made for why both have sufficient unique advantages to remain perfectly usable even though they lack staying power against 1000 credit snipers... what about Buggies, Humvees and Transport Helicopters? Aren't they almost completely redundant units once the snipers arrive in the field, since in all circumstances barring lack of funds you would be better off using an APC? Isn't it that the Ramjet Rifle is solely responsible for them being redundant? I don't want any redundant units in the game and since there are better ways of balancing the flying maps, which I will come to in a second, the excessive damage that the sniper rifles do to light armour would have to go in order to achieve this aim.

Quote:What I find entertaining is how much you nay-sayers are trying to balance the game to be exactly like the original Command and Conquer. All the while forgetting that just about everything you're striving for would result in a game far more unbalanced then you claim it to already be. Last time I checked, TD starred Orcas which didn't have machine guns. That's fine. But then again, the only infantry that could hit it were rocket soldiers, certainly not any vehicles that I can recall off hand. So what does that mean? When you lose the Hand of Nod, you lose your ability to destroy Orcas? Or what about APCs? Couldn't a set of 5 or so GDI or Nod soldiers wipe out an APC in under 30 seconds? Doesn't that kind of firepower render base defences all but obsolete? The list goes on and on.

Orcas would have missiles that are primarily useful against tanks and buildings. Apaches would have a chaingun that is primarily useful against infantry. I don't see a problem with this myself. It works fine in RenAlert and the two sides have never been equivalent to begin with.

Orcas would not be able to stay in the field indefinitely without needing to return to the Helipad to rearm, so they wouldn't be the all powerful units that they are currently once the Hand of Nod has been destroyed. They would also not be able to destroy a typical armoured vehicle at full health, making them less of a threat one-on-one to units in the field, and more of a weapon designed to take out fixed targets in packs of more than one aircraft. This would not make aircraft drastically less useful as the ability to move fully in three dimensions is already a huge advantage over any other unit, and we already know that the skilled player can use this ability alone to great tactical effect.

Rocket Soldiers for both sides, Stealth Tanks, Mammoth Tanks, Recon Bikes, MRLS and stationary SAM Sites plus the AGT would be the primary counter to aircraft. That's two vehicles for each side if Recon Bikes were to be reintroduced, and they should be. The homing rockets sported by these units would be the most useful in dealing with a fast moving target that can fly, since you wouldn't have to lead like you would with a conventional projectile. Of course, all weapons would still be able to damage aircraft if they hit, with varying degrees of effectiveness depending upon the warhead used and the armour type it's penetrating. Although it wasn't possible for non-rocket-armed units to hit aircraft in the RTS game, you might argue that they

weren't incapable of hitting aircraft, it's just that in the simplified game engine they were assumed to be missing the target all the time (since it would be difficult to hit an aircraft with anything other than a homing rocket). This is a similar concept to the way that the APDS/HEAT shells fired by the tanks in the RTS games did minimal damage to infantry. A direct hit would kill instantly, but they were assumed to be shooting at soldiers in cover and thus were very rarely scoring a direct hit. This is actually stated by the developers in the .ini files of Tiberian Sun.

Secondly, and perhaps more importantly, all weapons would have to be capable of causing damage to aircraft since they logically should be able to hit a stationary, grounded aircraft (and all units could damage grounded aircraft in C&C). I can't see of any way that you could limit their ability to hit aircraft to only those on the ground, given the limitations of the Renegade engine. Luckily, this actually helps to balance the game, as you pointed out with your misgivings about the idea that regular units shouldn't be able to hit aircraft at all.

Soldiers would be able to do some significant damage to armoured vehicles (even buildings) if they were able to keep their weapon trained on the target for the length of time that it would take to do so. However, if you were balancing the game after the RTS, infantry would have less health than they do currently, and would take more damage from certain weapons, so I can't see this being a problem in the long run. It works this way in RenAlert and tanks are by no means useless. You can't even repair your own vehicles without a Mechanic or a Service Depot and tanks still dominate the game for the most part.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [PiMuRho](#) on Tue, 21 Dec 2004 12:50:08 GMT
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Quote:Correction, a stupid game development company. Westwood Studios was only good before it developed Tiberian Sun and got new employees. At the point that TS was released, everyone knew it didn't live up to the hype. Neither did Firestorm, RA2, Pirates: The Legend of Black Kat, Earth & Beyond, and Renegade.

This is what happens when you have incompetent management who doesn't see the value in supporting games. C&C95 and Red Alert got lots of support. Red Alert had two expansion packs and even made it to the 3.03 state... No other WS game has gone above version 3.0 that I know of.

All of that can be summed up thusly:

"Westwood Studios was only good before EA took over"

It was EA that imposed the deadlines that caused the games to be released before they were fully ready. It was EA that mandated how long the games were to be supported for. It was EA that sanitised the games so that they weren't as good as they were supposed to have been.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word

Posted by [Javafx](#) on Tue, 21 Dec 2004 13:13:37 GMT

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AircraftkillerNo, he's not. Mobius is only good at close range and takes more time to destroy a Buggy or Hum-vee than a n00b cannon does.

Comparitively speaking, the damage Mobius inflicts on infantry, vehicles, and buildings DOES in fact make Mobius good at everything.

Quote:The n00b cannon does not need to damage vehicles anywhere near as much as it does now. Maybe 5% of its current vehicle damage is acceptable, but not what it is immediately.

Why? For the sake of realism? But didn't you say blantly that the realism card is bullshit in this argument anyway? If what you're looking for is justification for driving your buggy out into a sniper infested field at a point in the game when everyone CAN afford a sniper, then you're grasping at straws. Or what about your Orca or Apache? Didn't we already discuss this in another thread? In both flying maps (excluding Glacier) there are MANY strategic routes that one can fly in order to evade snipers. But then again, if you're stupid enough to fly into a nest of them, you deserve to have your vehicle destroyed. One or two snipers are easily evadable, and you know this.

Quote:I've been following Renegade since 1998. It was pitched then and was pitched in 2002 as being C&C95 in first person.

I would definately like to see some official proof of that.

Quote:Both "snipers" destroy all of these units:
MRLS
Artillery

That's right. But in just about every instance, it is possible to take cover and repair. Think strategically.

Quote:Hum-vee
Buggy

Remember, buying these things when you know there are snipers, PICs, Railguns, or VAR units out there is the poor choice on your part.

Quote:Orca
Apache
Transport Helicopter

All of these units can effectively utilize their cover in the maps they star in.

Quote:All infantry

This is moot because all infantry have the potential to kill all other infantry well. At least, short of the Tiberium Rifle Sydney, but that is another discussion.

Quote:What does that leave undamaged, but getting horrible points off?

APC

Mammoth Tank

Medium Tank

Light Tank

Stealth Tank (which literally gives off like 23 points a shot)

Oh yes. Lets get those units so they can shoot my Light Tank for 10 points a shot. By the time I drive across the bridge on City Flying, assuming I haven't been shot up already, they can have 100+ points from just shooting at my tank. By the time I destroy one, I made no point profit. I gave the enemy more points by just getting a vehicle than I did killing the soldier that did the damage to my vehicle.

We've already agreed that the points are a problem. So this argument is irrelevant.

Quote:OH LIKE IT'S THAT HARD TO HIT SOMEONE WITH A WEAPON THAT HAS FOUR SHOTS PER MAGAZINE AND HAS NO RECOIL, AND FLICKERS SIDE TO SIDE WHILE SCOPED TO MAKE IT EVEN HARDER TO TARGET THE ATTACKER.

I, and many others don't find it all that hard. Why do you?

Quote:By the time they finish taking my armor off my tank with the n00b cannons, I'll have probably 200 points from attacking a building. They'll have more. It's useless to get a tank, you lose anyways.

The point argument aside, you're assuming that your tank will only last for 200 points. Those snipers can only unload so many shots into you before your point intake overtakes anything they can do to you. However, it's not the sniper's fault if you drove your tank into a heavily defended base and you only got 200 points.

Quote:The reason why tanks couldn't aim at aircraft was that they moved so fast, which makes it futile for them to attempt firing with unguided tank shells. Obviously this can be done in first person but takes a lot of luck or skill to pull off.

But that doesn't matter, remember? In TD you couldn't hit aircraft will anything except the rocket soldier and the Mammoth Tank, I believe. Realism arguments are moot!

Quote:As I said earlier this game was pitched as being C&C95 in first person. The Commando is meant to be Havoc. Havoc's gun is supposed to be useful against infantry only.

See above, somewhere.

Quote:The game has not been fine. People don't stop playing games because they're fun. They stop playing them, like this one, because it sucks.

"Fun" is a relative term. I happened to like the concept of this game, so I played it, and it has and is fun. Some people get bored, some people move on, or others get lives outside video games.

Because people leave an otherwise dying game doesn't mean the "cause of death" is definitely the sniper rifles.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [m1a1_abrams](#) on Tue, 21 Dec 2004 13:24:20 GMT
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I don't think EA was responsible for the problems during Tiberian Sun's development? Didn't Greg Hjelstrom or someone similar write an article about how the game was released in an incomplete form because of all the problems they had with the game engine... that they had to keep redesigning it over and over until they had no time left to fix things? From what I gather they had more than enough time to complete the game as it should have been, but they spent most of that time trying to fix a broken game engine at the expense of the finer points of the gameplay. I think a lot of the original features had to be left out because of time constraints, but that's not because they weren't given enough time to develop the game. Apparently the engine they developed wasn't even capable of most of the stuff that was left out. If they had taken the time to develop a new engine, the game would have been even more obsolete than it already was when it was eventually released.

That said, I must be one of the few people who thinks that Tiberian Sun turned out pretty good. It wasn't the ground breaking trend setter in the world of RTS games that it was hyped up to be, but as a C&C game it was fine.

Edit: for those interested, here's the excerpt from Tiberian Sun Rules.ini that I mentioned before

Quote:; ***** Warhead Characteristics *****
; This is what gives the "rock, paper, scissors" character to the game.
; It describes how the damage is to be applied to the target. The
; values should take into consideration the 'area of effect'.
; example: Although an armor piercing tank round would instantly
; kill a soldier IF it hit, the anti-infantry rating is still
; very low because the tank round has such a limited area of
; effect, lacks pinpoint accuracy, and acknowledges the fact that
; tanks pose little threat to infantry that take cover.

This does help shed light on why many units take less damage (or can't even be targeted in the first place) from weapons that they should be blown apart by if a direct hit was to be scored. What it's saying is that the RTS game is not to be seen as directly reflecting what's really happening "in the game world". The infantryman being fired upon by the tank is not really standing in plain sight and he isn't really being hit directly by the tank shell... it's representative of something else in this case, rather like a tabletop wargame. The same thinking will apply to why certain units can't fire upon aircraft. You see, the C&C games do follow a certain kind of realism, but it's representative and not directly obvious from what appears to be happening on the screen. With that in mind the "realism argument" does bear some weight, as long as you are talking about the rules of engagement drawn up by the developers to represent real life in the game.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [rm5248](#) on Tue, 21 Dec 2004 14:00:10 GMT
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Quote:This is what happens when you have incompetent management who doesn't see the value in supporting games. C&C95 and Red Alert got lots of support. Red Alert had two expansion packs and even made it to the 3.03 state... No other WS game has gone above version 3.0 that I know of.

Technically, the 3.03 patch was never officially released.

RA ArchiveFor some reason, Westwood have decided not to officially release the patch. Apparently there were some major bugs in it which could not be fixed so they abandoned the project. If you want to try it out feel free (although remember it's unsupported by me and unsupported by Westwood).

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Titan1x77](#) on Tue, 21 Dec 2004 14:15:28 GMT
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Quote:Havoc\Sakura on Ramjet Rifles - Final Word

Lets all hope this is your "Final Word"

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [m1a1_abrams](#) on Tue, 21 Dec 2004 14:20:24 GMT
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We've got something of an intelligent discussion going on here... can't we keep it that way? The majority of this thread has been people arguing their points about Renegade's gameplay... and for once even Aircraftkiller's first post wasn't inflammatory.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [flyingfox](#) on Tue, 21 Dec 2004 14:45:38 GMT
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JavaxcxRemember, buying these things when you know there are snipers, PICs, Railguns, or VAR units out there is the poor choice on your part.

Quote:Orca
Apache
Transport Helicopter

But nobody would care if they were destroyed by a PIC, railgun, seeking rocket, laser chaingun, rifle soldier, bad man mobius or the like, if they drove their susceptible vehicle into exposure from such. it really isn't because of dying, it's because of the BS the ramjet is allowed to pull off. Remember, we've all used them as well as been the victims.

Since mobius is good against everything but is limited by his range, he could never do the same thing the ramjet does. do you see any other unit in the game hold it's own as well? (bar the orca when they've no hon/bar because Nod rifle soldiers need the same as GDI's against light) you can murder anything except the ramjet with a standard soldier. apaches and lights can also be taken on by normal characters, if not medium levels like gunner/laser chaingunner. the way I see it, with any other unit in the game you don't have to use the exact opposite to win (in plausible terms).

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Renx](#) on Tue, 21 Dec 2004 16:07:26 GMT
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The ramjet would be fine if the clipsize was changed to 1

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Deactivated](#) on Tue, 21 Dec 2004 17:37:17 GMT
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Javaxcx

Quote:I've been following Renegade since 1998. It was pitched then and was pitched in 2002 as being C&C95 in first person.

I would definately like to see some official proof of that.

http://www.cnccommando.com/Westwood_Studios_Renegade.htm

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Jecht](#) on Tue, 21 Dec 2004 17:37:31 GMT
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i would agree with Renx on this one. That would balance it out i think.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Javaxcx](#) on Tue, 21 Dec 2004 18:12:29 GMT
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SeaManJavaxcx

Quote:I've been following Renegade since 1998. It was pitched then and was pitched in 2002 as

being C&C95 in first person.

I would definately like to see some official proof of that.

http://www.cnccommando.com/Westwood_Studios_Renegade.htm

It does not say that Renegade is pitched as C&C TD. It says "seperate yet parellel", but that is akin to saying "based on".

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [m1a1_abrams](#) on Tue, 21 Dec 2004 18:49:42 GMT
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You could argue that either way. From my point of view that would suggest it being the same game from a different perspective.

To be honest though, I want to see changes to the game in the hope that it will bring more depth to the gameplay. It doesn't bother me so much that it's exactly like C&C 1 for the sake of being like C&C 1. However, I do happen to think that it was a pretty well balanced game, so if it's possible to make the FPS game balanced in a similar fashion I would be all for it. I think RenAlert proved that it is possible... and quite a lot of fun too providing you lose the old Renegade mindset and approach it as a new game. Personally I don't want to force change onto anyone who doesn't want it. If people like the game just as it is then who am I to tell them any different. I do wish that they would consider it though, because I think it would promote more diverse tactics and teamplay. There are so many tactics and ideas that are dismissed as mostly unusable by most players out of experience. For example, nobody wants to try an MRLS rush on City Flying because they know they'll get cut to pieces by snipers, or routed by a single helicopter that can hover over them and damage them indefinitely, with little fear of retaliation. If the causes of this narrow tactical thinking are addressed and solved, then you might find that there's so much more to the game... and it's pretty diverse already.

Also, I'm curious as to your thoughts on my previous posts in response to you, since you didn't refer to them at all in your latest reply.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Spoony_old](#) on Tue, 21 Dec 2004 20:31:09 GMT
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RenxThe ramjet would be fine if the clipsize was changed to 1
^^ Ironically the most worthwhile post on this thread is also the shortest.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [PiMuRho](#) on Tue, 21 Dec 2004 21:06:01 GMT

Quote:For example, nobody wants to try an MRLS rush on City Flying because they know they'll get cut to pieces by snipers, or routed by a single helicopter that can hover over them and damage them indefinitely, with little fear of retaliation. If the causes of this narrow tactical thinking are addressed and solved, then you might find that there's so much more to the game...

I'd say that an MRLS rush without any kind of support units is narrow tactical thinking.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Javafx](#) on Tue, 21 Dec 2004 21:07:25 GMT

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m1a1_abramsOK, forgetting aircraft and artillery for a minute, since good arguments can be made for why both have sufficient unique advantages to remain perfectly usable even though they lack staying power against 1000 credit snipers... what about Buggies, Humvees and Transport Helicopters? Aren't they almost completely redundant units once the snipers arrive in the field, since in all circumstances barring lack of funds you would be better off using an APC? Isn't it that the Ramjet Rifle is solely responsible for them being redundant?

That's a matter of perspective. Once Ramjets are able to come into the field, everything short a Mammoth tank can come into the field as well. The redundancy of those units you've mentioned is quite universal when 1000 credits are given to each character. Does the Ramjet contribute to it? Of course, it does. But does that mean it is to blame for it? Absolutely not. If you apply some strategy to the situation mapwide, you would probably take the APC if you had the funds. If you didn't, you can do any number of things while you await funds. However, if the refinery is lost because of the incompetence of your team, that cannot possibly be the Ramjet's fault, can it?

Quote:Orcas would not be able to stay in the field indefinitely without needing to return to the Helipad to rearm, so they wouldn't be the all powerful units that they are currently once the Hand of Nod has been destroyed. They would also not be able to destroy a typical armoured vehicle at full health, making them less of a threat one-on-one to units in the field, and more of a weapon designed to take out fixed targets in packs of more than one aircraft. This would not make aircraft drastically less useful as the ability to move fully in three dimensions is already a huge advantage over any other unit, and we already know that the skilled player can use this ability alone to great tactical effect.

Let me put a spin on this for you. You mentioned a pack of aircraft to do the work. Why not utilize THAT strategy now? While one Ramjet can certainly take down an aircraft, many aircraft going in many different directions would result in your strike going through and your sniper being left out in the field. Now, if you wanted to do some kind of one man assault on another base and you can afford an aircraft, but you know there are snipers, rethink the strategy and grab an APC or tank. Remember, it's not the sniper's fault you chose an aircraft.

Quote:Rocket Soldiers for both sides, Stealth Tanks, Mammoth Tanks, Recon Bikes, MRLS and stationary SAM Sites plus the AGT would be the primary counter to aircraft. That's two vehicles for each side if Recon Bikes were to be reintroduced, and they should be. The homing rockets

sported by these units would be the most useful in dealing with a fast moving target that can fly, since you wouldn't have to lead like you would with a conventional projectile. Of course, all weapons would still be able to damage aircraft if they hit, with varying degrees of effectiveness depending upon the warhead used and the armour type it's penetrating. Although it wasn't possible for non-rocket-armed units to hit aircraft in the RTS game, you might argue that they weren't incapable of hitting aircraft, it's just that in the simplified game engine they were assumed to be missing the target all the time (since it would be difficult to hit an aircraft with anything other than a homing rocket). This is a similar concept to the way that the APDS/HEAT shells fired by the tanks in the RTS games did minimal damage to infantry. A direct hit would kill instantly, but they were assumed to be shooting at soldiers in cover and thus were very rarely scoring a direct hit. This is actually stated by the developers in the .ini files of Tiberian Sun.

I understand that you're trying to posit alternatives, but IMO they are unneeded. If the game is to be like CNC TD, then everything would have to change to be like it. Including the impractical aspects that wouldn't make sense in an FPS. However, if we do what you're suggesting it isn't necessarily ringing true to any game but is rather a shade of grey between them, leaning toward CNC TD (something Aircraftkiller has yet to prove was the direct purpose of the game). I believe your idea would work for a mod, but Renegade is Renegade as it is, not CNC TD or a compromise between them.

Quote:Secondly, and perhaps more importantly, all weapons would have to be capable of causing damage to aircraft since they logically should be able to hit a stationary, grounded aircraft (and all units could damage grounded aircraft in C&C). I can't see of any way that you could limit their ability to hit aircraft to only those on the ground, given the limitations of the Renegade engine. Luckily, this actually helps to balance the game, as you pointed out with your misgivings about the idea that regular units shouldn't be able to hit aircraft at all.

Given the engine, I don't think this is possible anyway.

Quote:Soldiers would be able to do some significant damage to armoured vehicles (even buildings) if they were able to keep their weapon trained on the target for the length of time that it would take to do so. However, if you were balancing the game after the RTS, infantry would have less health than they do currently, and would take more damage from certain weapons, so I can't see this being a problem in the long run. It works this way in RenAlert and tanks are by no means useless. You can't even repair your own vehicles without a Mechanic or a Service Depot and tanks still dominate the game for the most part.

I think you would find that if infantry could do the kind of damage to buildings as in CNC TD, the game would be far less enjoyable then it is now.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [m1a1_abrams](#) on Tue, 21 Dec 2004 22:57:28 GMT
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PiMuRhol'd say that an MRLS rush without any kind of support units is narrow tactical thinking.

Actually, I'd agree with you on that most of the time. A balanced attack force of different unit types

would be preferable in most situations, because an alert team could easily deal with a group of unsupported MRLS. There would be merit to the tactic in certain situations though, either as a surprise tactic that the enemy doesn't expect and thus isn't prepared to defend against... or you may have noticed an abundance of certain units on the enemy team which would be ineffective against the unit in question, so you choose to field a combined force of nothing but that unit. My point was that the gameplay would be more varied if certain tactics that rarely work now suddenly became feasible. I think an MRLS rush would become much, much more feasible than it is currently if Ramjets didn't do that absurd amount of damage to light armour.

A problem I have with the flying maps in particular (I'm saying this by way of example as to why the snipers, and the aircraft for that matter, limit the tactics available on certain maps), is that the artillery units tend to be unusable against anything but a novice enemy team during the period that both bases are intact. Considering that these maps are the only opportunity players have to fly, you're bound to have a preponderance of aircraft. They also happen to be particularly popular maps with people who like to snipe. I don't want to go into the particulars of why an excess of both snipers and aircraft will make the artillery units almost impossible to use effectively and I'm sure I don't have to explain it. I can understand and agree with the line of thinking that if the enemy team is focusing on a particular unit (like snipers), then it's not the best tactical thinking to focus your team on the units most vulnerable to their units. Unfortunately, even a small number of snipers can render light vehicles unusable, and one or two snipers on a team isn't an example of focusing on sniping in particular... it's a regular occurrence in practically any game of C&C Renegade. The usual counter to this idea is that you should halt their production of the higher infantry classes if you want to use light vehicles, but I really don't think that any of the units in the game should be unusable in "all out war" or a full technology level... whatever you want to call it (the state during which you can purchase any unit that you can afford). Like you say, if the enemy is massing a certain unit type then it's your own fault if you don't take that into account before purchasing, but if the different units are fairly well distributed between both teams, you really should be able to create a way to use any of the units in the game surely?

Quote:That's a matter of perspective. Once Ramjets are able to come into the field, everything short a Mammoth tank can come into the field as well. The redundancy of those units you've mentioned is quite universal when 1000 credits are given to each character. Does the Ramjet contribute to it? Of course, it does. But does that mean it is to blame for it? Absolutely not. If you apply some strategy to the situation mapwide, you would probably take the APC if you had the funds. If you didn't, you can do any number of things while you await funds. However, if the refinery is lost because of the incompetence of your team, that cannot possibly be the Ramjet's fault, can it?

It's almost solely the fault of the Ramjet that Buggies/Humvees and Transport Helicopters become unusable mid-game onwards. Any other threats you can avoid (providing that the enemy isn't massing anything in particular), by staying out of range, using your speed in the case of the first two, and only attacking when you feel you have a good chance of coming out in one piece. You just can't avoid a Ramjet with those units. Anyone who has tried will attest to this. If there is but one Ramjet user on the map and he's looking in the direction of your Buggy, you're toast. It's sometimes possible to kill the sniper before he kills you, if he really isn't paying attention, but given the range of the weapon and the speed with which a Ramjet will destroy a Buggy, you're nearly always dead before you reach him. All of the maps with the exception of Islands feature wide open areas that your light armoured vehicle absolutely has to traverse if you want to do anything

useful. The snipers are always watching these wide open areas and as soon as you enter it you're taking fire. Snipers will position themselves as far away as possible from the front lines so your chances of reaching them before your vehicle is chipped apart by the blue beams is virtually nil. Like I said, no units should be unusable in the event of the enemy team fielding only a small number of counter-units.

Quote:Let me put a spin on this for you. You mentioned a pack of aircraft to do the work. Why not utilize THAT strategy now? While one Ramjet can certainly take down an aircraft, many aircraft going in many different directions would result in your strike going through and your sniper being left out in the field. Now, if you wanted to do some kind of one man assault on another base and you can afford an aircraft, but you know there are snipers, rethink the strategy and grab an APC or tank. Remember, it's not the sniper's fault you chose an aircraft.

You need more aircraft than there are snipers in that situation if we're to assume that both teams are equally skilled, because snipers can dispose of more aircraft in a given period of time that aircraft can dispose of snipers. This is taking into account the distance the aircraft will need to travel to get in firing range, as opposed to the sniper's almost limitless range on any standard map. The Ramjet is simply overpowered when it comes to fighting aircraft, just as the aircraft are overpowered when it comes to fighting anything other than a 1000 credit sniper.

Quote:(about units only being able to shoot at grounded aircraft) Given the engine, I don't think this is possible anyway.

That's what I meant. I can't see how you could distinguish between shooting at a flying Orca and an Orca sitting on the Helipad. All ground units would have to be able to damage aircraft, just so they could still damage them when they're aren't flying. Obviously the idea that you could have difficulty hitting a fast moving helicopter doesn't apply if the unit is sitting still on the ground. Luckily, it would probably help with balancing the game, so it's not a big deal.

Quote:I think you would find that if infantry could do the kind of damage to buildings as in CNC TD, the game would be far less enjoyable then it is now.

Well that's the way infantry work in RenAlert and I always enjoyed playing it. I didn't like the idea at first because I was so used to the way Renegade plays, but after playing it for a while I realised that the potential for infantry to do significant damage to vehicles wasn't making them too powerful. RenAlert infantry are more like the infantry in the RTS games, in that even the basic soldier can theoretically destroy any vehicle or structure given time, but they're incredibly weak so they tend to die before they can do much damage. If anything, it's more of an incentive to actually use the basic troop types when you can't purchase anything else, rather than just give up on the game and resign yourself to losing or not being able to help your team. A group of basic infantry could finish off a base if they work well together, so a losing team is never totally defeated until their last structure is destroyed. It's easily counterable though, if the other team is at least half-awake at the time.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [flyingfox](#) on Wed, 22 Dec 2004 03:23:24 GMT

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Quote:If anything, it's more of an incentive to actually use the basic troop types when you can't purchase anything else, rather than just give up on the game and resign yourself to losing or not being able to help your team. A group of basic infantry could finish off a base if they work well together, so a losing team is never totally defeated until their last structure is destroyed.

yes, that is something Renegade lacks: especially in defense maps

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Jecht](#) on Wed, 22 Dec 2004 15:59:11 GMT

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RenxThe ramjet would be fine if the clipsize was changed to 1

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Deathgod](#) on Thu, 23 Dec 2004 00:25:35 GMT

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buxton4OT: any idea when fudonline will be back up I need to re download arnie's stirngs after installing CP1

By the end of the week, hopefully. I'm having a billing problem with my webhost... they keep trying to charge a credit card that I cancelled and I keep telling them they can't because of that fact, but they won't accept my new card.

If you need the strings now, PM me and I can arrange to have you hooked up.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Deathgod](#) on Thu, 23 Dec 2004 00:29:46 GMT

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AircraftkillerSo you're saying an average of 900 people are all that bought Renegade, because that's about all who's playing? Renegade sold close to a million copies, and we have maybe 1% of those players now.

Assuming that all people who bought Renegade actually played online would be false. It would be a better comparison to go look at how many players were online on an average day back when the game came out rather than judging by sales numbers.

You also have to figure that CS was a free mod for an immensely popular game, neither of which Renegade can claim.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Spoony_old](#) on Thu, 23 Dec 2004 01:23:25 GMT
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I never bought Renegade with the intention of playing it online, I didn't even have a net connection for a good few months after I purchased it...

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Hulkcore](#) on Thu, 23 Dec 2004 03:57:02 GMT
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Also, with buggies and hummers, they are meant to be recon units aren't they? Hence the speed and light armor. So after the early parts of the match, when ppl are running out in the field and such, there really isn't that much need for recon, which also contributes to their lack of necessity. And as it was mentioned before, buggies and hummers would be virtually useless once the field is full of tanks even if there were NO ramjet users. Because they aren't meant for that. They are meant for early recon/small rushes.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Aircraftkiller](#) on Thu, 23 Dec 2004 05:26:58 GMT
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No they're meant to be anti-infantry units.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [el_fraggo](#) on Thu, 23 Dec 2004 21:03:52 GMT
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you must all remember, there are anti vehicle sniper weapons in use with the worlds armys!!! such as the one from barrett (cant remember the type) but it could go right through the armor of an apc with no trouble!

so imo, the game is quite balanced as it is. leave it alone!

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [el_fraggo](#) on Thu, 23 Dec 2004 21:08:47 GMT
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"the only infantry weapons that the Aircraft should fear is the AV weapons, Laser Chain Gun, Laser Rifle, Rocket launcher, Railgun, and Personal Ion Cannon. The PIC and Railgun do MORE damage per shot than a n00bjet. But n00bjetters don't seem to have the skill to use them. "

the thing being, the "n00bjet" has the longest range for an infantry weapon in the game (apart from MABYE the rocket launcher) and the railgun/PIC have a notoriously short range, so that renders them useless as an AA weapon.

think of this, both are the same price, but one does slightly more damage, but has its range cut by WAY more than half. the other isnt quite as possible, but is more capable of the 1 hit kill, has a magazine of 4 rounds (the other has 1 shot reload) but has much longer range. which would you pick? i know which one id pick!

and sorry for the double post!

btw, for the homing missiles, why not have it so the homing missile does less damage, but is easier to fire? where as the standard shot does more damage, but is harder to aim.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [knight1b](#) on Fri, 24 Dec 2004 03:58:26 GMT
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Heres a thought with all the talk about the ramjet what about the chem trooper? Talk about doing damage.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Aircraftkiller](#) on Fri, 24 Dec 2004 06:06:30 GMT
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It doesn't matter what happens in reality. This game was not based on reality.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Ferhago](#) on Fri, 24 Dec 2004 06:10:08 GMT
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It isn't?

.....

Whoa hold on here this has shattered my entire world

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [liberator](#) on Fri, 24 Dec 2004 07:32:42 GMT
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No, it's about fixing an obviously bugged weapon that the devs weren't able to get to.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Renx](#) on Fri, 24 Dec 2004 14:23:56 GMT
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Ferhagolt isn't?

.....

Whoa hold on here this has shattered my entire world

It's based on an alternate reality, not the one we're in.

Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Spony_old](#) on Fri, 24 Dec 2004 14:29:09 GMT
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I wish people wouldn't keep bringing up "realism".

Yes, a highly powered "sniper rifle" could probably down a lightly armoured attack aircraft in a couple of shots. Guess what. If the ramjet could do that, a rocket launcher could take it down in one shot. A high-velocity railgun will smash it out of the sky so hard there'll be nothing recognisable hitting the ground.

So far, the least realistically powerful of those three, currently does the most damage and has practically infinite range unlike the Railgun, hits instantly unlike the Rocket Launcher, and has a much higher rate of fire, and is extremely effective against infantry even in unskilled hands, and can get ridiculous amounts of points by doing absolutely nothing worthwhile to help your team's situation.

Granted, the Railgun or Rocket Launcher can be fearsome to infantry, but not in the hands of a complete novice. The Ramjet, on the other hand, is a different story.

Finally, Knight1b. If you think chem troopers are overpowered, think again. Yes, they have one or two advantages. For example, get a chem trooper close to a light vehicle (say, an MRLS) and he'll wreck it in three seconds flat.

But the chem trooper's disadvantages outweigh his advantages in most situations. His range is pathetic, his bulbous helmet makes him easy as hell to headshot.
