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Subject: What do ou think about counter-system in Renegade?

Posted by [RoCk2Star](#) on Sat, 31 Oct 2009 14:30:04 GMT

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Okay, im waiting for your opinions until i made mine. Must see what do you think.

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Subject: Re: What do ou think about counter-system in Renegade?

Posted by [GEORGE ZIMMER](#) on Sat, 31 Oct 2009 19:54:49 GMT

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What? As in, what counters a unit?

I dunno, I think it's kinda half assed. A good lot of it is just equivalent units rather than counters.

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Subject: Re: What do ou think about counter-system in Renegade?

Posted by [RTsa](#) on Sun, 01 Nov 2009 22:02:36 GMT

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Not really. All vehicles are different (with the exception of trans helis..). Aboute half the infantry's different too.

IMO Renegade has versatile units compared to a slew of other FPS games. Usually both sides have EXACTLY the same units.

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Subject: Re: What do ou think about counter-system in Renegade?

Posted by [ChewML](#) on Mon, 02 Nov 2009 03:25:19 GMT

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If MRLS had rotating back it would be perfect.

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Subject: Re: What do ou think about counter-system in Renegade?

Posted by [GEORGE ZIMMER](#) on Mon, 02 Nov 2009 03:39:26 GMT

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Chew wrote on Sun, 01 November 2009 21:25If MRLS had rotating back it would be perfect. One of the main things that even makes the MRLS any good is that the missiles can curve.

Of course, if the MRLS had a rotating back, faster ROF, and a bit more damage, it'd be fine.

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Subject: Re: What do ou think about counter-system in Renegade?

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Posted by [ChewML](#) on Mon, 02 Nov 2009 05:41:09 GMT

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GEORGE ZIMMER wrote on Sun, 01 November 2009 21:39Chew wrote on Sun, 01 November 2009 21:25If MRLS had rotating back it would be perfect.

One of the main things that even makes the MRLS any good is that the missiles can curve.

Of course, if the MRLS had a rotating back, faster ROF, and a bit more damage, it'd be fine.

The rotating turret would proly make up for losing the curve.

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Subject: Re: What do ou think about counter-system in Renegade?

Posted by [blitzkey](#) on Mon, 02 Nov 2009 06:57:38 GMT

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RoCk2Star wrote on Sat, 31 October 2009 08:30Okay, im waiting for your opinions until i made mine. Must see what do you think.

lol? buggy would destroy mrl from a distance while standing still... really?

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Subject: Re: What do ou think about counter-system in Renegade?

Posted by [ChewML](#) on Mon, 02 Nov 2009 15:10:50 GMT

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bah this topic is gay... and op cheats so balance is already fucked.

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Subject: Re: What do ou think about counter-system in Renegade?

Posted by [RoCk2Star](#) on Wed, 04 Nov 2009 12:39:51 GMT

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Chew wrote on Mon, 02 November 2009 16:10bah this topic is gay... and op cheats so balance is already fucked.

This sentence is wrong. Proof me i'm still doing it of stfu. If you dont have anything smart to say go watch fat kids on youtube.

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Subject: Re: What do ou think about counter-system in Renegade?

Posted by [RoCk2Star](#) on Wed, 04 Nov 2009 12:56:49 GMT

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GEORGE ZIMMER wrote on Mon, 02 November 2009 04:39Chew wrote on Sun, 01 November 2009 21:25If MRLS had rotating back it would be perfect.

One of the main things that even makes the MRLS any good is that the missiles can curve.

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Of course, if the MRLS had a rotating back, faster ROF, and a bit more damage, it'd be fine.

Only rotate turret, damg and rof is made to balance out rest vehicles.

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Subject: Re: What do ou think about counter-system in Renegade?

Posted by [Dover](#) on Wed, 04 Nov 2009 18:05:14 GMT

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RoCk2Star wrote on Wed, 04 November 2009 04:39Chew wrote on Mon, 02 November 2009 16:10bah this topic is gay... and op cheats so balance is already fucked.

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He just needs to "Proof you" that you cheated at one point and refer to the old axiom of RenegadeForums; Once a cheater, always a cheater.

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Subject: Re: What do ou think about counter-system in Renegade?

Posted by [RoCk2Star](#) on Wed, 04 Nov 2009 18:44:31 GMT

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Dover wrote on Wed, 04 November 2009 19:05RoCk2Star wrote on Wed, 04 November 2009 04:39Chew wrote on Mon, 02 November 2009 16:10bah this topic is gay... and op cheats so balance is already fucked.

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Its like saying then the red car is blue because it was blue before painting. This axiom is illogic.

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Subject: Re: What do ou think about counter-system in Renegade?

Posted by [ChewML](#) on Wed, 04 Nov 2009 23:18:43 GMT

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RoCk2Star wrote on Wed, 04 November 2009 18:44Dover wrote on Wed, 04 November 2009 19:05RoCk2Star wrote on Wed, 04 November 2009 04:39Chew wrote on Mon, 02 November 2009 16:10bah this topic is gay... and op cheats so balance is already fucked.

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YOUR LOGIC IS RIDOCULES!

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Subject: Re: What do ou think about counter-system in Renegade?

Posted by [RoCk2Star](#) on Thu, 05 Nov 2009 19:01:14 GMT

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Chew wrote on Thu, 05 November 2009 00:18RoCk2Star wrote on Wed, 04 November 2009 18:44Dover wrote on Wed, 04 November 2009 19:05RoCk2Star wrote on Wed, 04 November 2009 04:39Chew wrote on Mon, 02 November 2009 16:10bah this topic is gay... and op cheats so balance is already fucked.

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NO SHIT

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Subject: Re: What do ou think about counter-system in Renegade?

Posted by [Newbie](#) on Sun, 16 May 2010 09:14:33 GMT

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To the topic (my personal opinion) I think :

- Anti tank counter armor
- armor counter anti personnel
- anti personel counter anti tank

Anti tank include: PICs, rail guns, flame throwers, rocket launchers

Armor includes : Med, Lights, flamers, Mammys

Anti Personnel includes : Ramjets, Sniper rifles

Note that I havent included some units because they are very verstile like

MRLS, arty (anti personnel can counter, but itself can counter armor when supported)

mobius, medoza(some where between anti armor and anti personnel)

orca, apache(anti personnel and anti armor but countered by anti air like ramjets)

Engineers (support unit, very little offense unless close range)

Some of the basic infantry is just useless unless in opening (grenadiers, rifle men, rocket officer, chain gun officer etc)

However this is my personel opinion!

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