
Subject: Renegade balance, i would like to know how do you see it.

Posted by [FACEBUTT](#) on Sun, 23 May 2010 20:25:07 GMT

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Firstly i believe flamer is made in a wrong way, its rather a vehicle rape machine in close ranges than building burning toy, which suppose to be a second one. Nod has enough anti-vehicle vehicles so why flammer isn't designed against buildings liek it was in TD?

Secondly, basic rocket soldier are ULTRA garbage. Their rockets velocity is too low and as it was in TD missiles should be able to track vehicles. It wouldn't be over powered due to rof and damage they deal. No one bother to buy them, if it happens its one or 2 persons at single game. Other antivech weapons are much more cost-effective.

Thirdly, refill should be able every 5 second to prevent invincible infantry defense inside buildings. Its annoying.

Last point, mammoth cloud be a little faster than it is. Its really easy target to shot down, so why not?

Subject: Re: Renegade balance, i would like to know how do you see it.

Posted by [Goztow](#) on Sun, 23 May 2010 20:56:21 GMT

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Due to some small miracle, Westwood managed to make the game almost perfectly balanced in a non paper-scissor-rock way. They just made a small coding mistake which screws up points but that has been fixed . The balance is perfect!

Subject: Re: Renegade balance, i would like to know how do you see it.

Posted by [GEORGE ZIMMER](#) on Sun, 23 May 2010 21:35:38 GMT

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Can't tell if this thread's another troll thread, but what the hell

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wat. Flamer was pretty decent anti-vehicle in TD... it was actually Nod's best armor unit (Keep in mind you can't exactly maneuver light tanks around in TD, so yeah), as well as vehicle.

Anyways, I've pretty much never seen a flamer rush do any significant damage to vehicles... every other vehicle heavily outranges them, so by the time the flamers reach the enemy vehicles (we're assuming roughly equal numbers here which is usually the case), over half will be dead. Even if a few enemy vehicles die, there is NO WAY they could get past ALL of them AND proceed to kill their base.

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This I agree with, I always hated how underpowered they are. If TT were to add the ability for them to be homing, they would be a very worthwhile unit.

FACEBUTT wrote on Sun, 23 May 2010 15:25 Thirdly, refill should be able every 5 second to prevent invincible infantry defense inside buildings. Its annoying.

Hardly a problem. If an infantry is sitting there refilling constantly, that's one less repairer... meaning, the building is that much easier to kill. Besides that, it gives defense SOMEWHAT of a chance.

FACEBUTT wrote on Sun, 23 May 2010 15:25 Last point, mammoth cloud be a little faster than it is. Its really easy target to shot down, so why not?

Mammoths aren't meant to be field units- they're meant to be assault units. Anyone who uses them to clear a field is a retard of the highest caliber.

Subject: Re: Renegade balance, i would like to know how do you see it.

Posted by [FACEBUTT](#) on Mon, 24 May 2010 11:13:49 GMT

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GEORGE ZIMMER wrote on Sun, 23 May 2010 16:35 Can't tell if this thread's another troll thread, but what the hell

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Flamer did less damage to vehicles than a LT in TD, IT does more than med atm.

I may understand instant refill but only for engines.

Subject: Re: Renegade balance, i would like to know how do you see it.
Posted by [Jamie or NuneGa](#) on Mon, 24 May 2010 16:09:11 GMT
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The game isn't balanced.

10v10 GDI will win base defence maps in teams are of equal skill.

But the lack of balance is what makes ren so unique.

Subject: Re: Renegade balance, i would like to know how do you see it.
Posted by [Spoony](#) on Mon, 24 May 2010 16:35:57 GMT
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it's very balanced so long as you don't use the point mod (the one that lets you get thousands of points for no reason) and so long as you fix the deadzones on mesa and hourglass.

as to the flame tank, it's true that it does damage to tanks more quickly than the light tank assuming you get close, but that is rather contingent, isn't it? a light tank is a far better anti-med weapon than a flame tank is. a med's only under threat from a flame tank if you get caught by surprise, and a savvy med tank driver won't very often. a light tank can give a med a decent challenge in almost any situation.

Subject: Re: Renegade balance, i would like to know how do you see it.
Posted by [GEORGE ZIMMER](#) on Mon, 24 May 2010 22:25:40 GMT
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ImJamie wrote on Mon, 24 May 2010 11:09The game isn't balanced.

10v10 GDI will win base defence maps in teams are of equal skill.

But the lack of balance is what makes ren so unique.
because skill level can be easily judged

not to mention various other factors that easily can make or break a stalemate

Subject: Re: Renegade balance, i would like to know how do you see it.

Posted by [liquidv2](#) on Tue, 25 May 2010 03:47:57 GMT

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it took 3 flame tanks in cnc 1 to drop a mammoth (at close range)
it takes 1 in renegade

rocket soldiers are absolute shit

refill should have a timer because having none whatsoever allows for c4 spam and absurd refilling
(making players nearly invincible except against a 1-hit kills weapon)

mammoths are very slow, but if they got any faster it might make them too good

renegade balances better when used with the pointmod (because the original points system is
flawed and will be exploited, oftentimes changing the outcome of how they should end)

the coolest thing about this game is it's a first person shooter but doesn't act like one; everything
in it is in terms of the rts game (one shot to the head with a rifle doesn't kill a guy, unlike
Counterstrike or other fps games)
sure it's unrealistic but that's what makes it fucking awesome

Subject: Re: Renegade balance, i would like to know how do you see it.

Posted by [Goztow](#) on Tue, 25 May 2010 06:37:45 GMT

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Funny how spoony and liquid use the term pointsmod for the exact opposite thing .

Did it occur to anyone that rocket soldiers are shit because they don't cost a lot? IMO they're still a
bit overpriced, but they should be shit as such a low tier weapon.

Subject: Re: Renegade balance, i would like to know how do you see it.

Posted by [sadukar09](#) on Tue, 25 May 2010 11:15:37 GMT

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Goztow wrote on Tue, 25 May 2010 01:37 Funny how spoony and liquid use the term pointsmod for the exact opposite thing .
That's only spoony.

Goztow wrote on Tue, 25 May 2010 01:37
Did it occur to anyone that rocket soldiers are shit because they don't cost a lot? IMO they're still a bit overpriced, but they should be shit as such a low tier weapon.
They shouldn't be so shitty as to be totally useless. If you use Rocket Officers you might as well wait to buy Gunner or LCG.

Subject: Re: Renegade balance, i would like to know how do you see it.
Posted by [Carrierll](#) on Tue, 25 May 2010 11:18:13 GMT
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If I had 250 credits (or however much they are, see I never buy them!) I'd just keep using a grenadier or flamethrower until I could afford a gunner or LCG, because the wait is worth it.

The damage to cost scaling isn't quite right for rocket soldiers.

Subject: Re: Renegade balance, i would like to know how do you see it.
Posted by [Goztow](#) on Tue, 25 May 2010 12:42:07 GMT
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That's why i said they could be a tiny bit cheaper than the current 225.

But tbh, a rocket soldier will never make the difference :-S.

Subject: Re: Renegade balance, i would like to know how do you see it.
Posted by [GEORGE ZIMMER](#) on Wed, 26 May 2010 00:47:43 GMT
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liquidv2 wrote on Mon, 24 May 2010 22:47 it took 3 flame tanks in cnc 1 to drop a mammoth (at close range)
it takes 1 in renegade
huh, really? I actually thought it only took like 2 or so. Then again, mammoths were fucking awesome in C&C1

liquidv2 wrote on Mon, 24 May 2010 22:47 refill should have a timer because having none whatsoever allows for c4 spam and absurd refilling (making players nearly invincible except against a 1-hit kills weapon)
Only when in their own base. This gives the defending team SOMEWHAT of a chance, y'know?
Anyways, as I pointed out earlier- one less repairer.

liquidv2 wrote on Mon, 24 May 2010 22:47 mammoths are very slow, but if they got any faster it might make them too good
Yeah, besides, they're not meant to be a field unit... they're meant to be an assault unit (same with the flame tank).

liquidv2 wrote on Mon, 24 May 2010 22:47 renegade balances better when used with the pointmod (because the original points system is flawed and will be exploited, oftentimes changing the outcome of how they should end)
If you mean the pointsfix, then yes. I thought you hated the pointsfix, though?

liquidv2 wrote on Mon, 24 May 2010 22:47 the coolest thing about this game is it's a first person shooter but doesn't act like one; everything in it is in terms of the rts game (one shot to the head with a rifle doesn't kill a guy, unlike Counterstrike or other fps games)
sure it's unrealistic but that's what makes it fucking awesome
Well, I don't think anyone really plays in first person seriously on Renegade. Most people play in third person... but yes, that's why Renegade is awesome- it's not overly realistic, and no one gives a shit about it (except maybe a few 12 year olds who hold Halo and Counterstrike and Modern Warfare 2 to be the best games ever made)

Also, rocket soldiers do ass for damage considering their price. Grenadier does the same damage (while giving off less points and costs absolutely nothing).

Officers on the other hand are semi-useful early game units that can dish out decent damage to infantry (tunnels, etc). I don't see why rocket soldier officers need to suck so much.

Subject: Re: Renegade balance, i would like to know how do you see it.
Posted by [liquidv2](#) on Wed, 26 May 2010 05:39:41 GMT
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i would take a tiberium sydney over a rocket soldier
and i hate her more than Glacier

Subject: Re: Renegade balance, i would like to know how do you see it.
Posted by [GEORGE ZIMMER](#) on Wed, 26 May 2010 09:08:55 GMT
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liquidv2 wrote on Wed, 26 May 2010 00:39 i would take a tiberium sydney over a rocket soldier
and i hate her more than Glacier
Hey fuck you, Tiberium Sydney is pretty cool >:[
this has nothing to do with her ass, nope

Subject: Re: Renegade balance, i would like to know how do you see it.

Posted by [FACEBUTT](#) on Thu, 27 May 2010 10:06:43 GMT

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Velocity of RS make it most useless, you can even dodge with mammoth rs missiles. Imo RS and gunner missiles should track somehow, maybe not 100% accurate tracking but similar to mrls.

It takes 3 flame tank in td to pwn mammoth.

Subject: Re: Renegade balance, i would like to know how do you see it.

Posted by [Spoony](#) on Thu, 27 May 2010 13:37:41 GMT

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and in renegade it takes a very careless mammoth to lose to a flamer. if you use the mammoth wisely you'll position yourself so that you see the flamer coming. one mammoth can quite reasonably fuck up a 3-flamer rush.

Subject: Re: Renegade balance, i would like to know how do you see it.

Posted by [GEORGE ZIMMER](#) on Thu, 27 May 2010 16:27:38 GMT

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Spoony wrote on Thu, 27 May 2010 08:37and in renegade it takes a very careless mammoth to lose to a flamer. if you use the mammoth wisely you'll position yourself so that you see the flamer coming. one mammoth can quite reasonably fuck up a 3-flamer rush.

Yeah, although 3 would have a very high chance of taking it down still.

2... depends on your position, but obviously more possible than going against 3.

One thing I love about Renegade is the balance of tanks vs infantry- tanks CAN fuck up infantry, but not instantly, and anti-tank infantry can very well fuck up vehicles. You have to be pretty good with a tank to be able to easily take down inf most of the time.

Subject: Re: Renegade balance, i would like to know how do you see it.

Posted by [Spoony](#) on Sat, 29 May 2010 08:50:27 GMT

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GEORGE ZIMMER wrote on Thu, 27 May 2010 11:27Spoony wrote on Thu, 27 May 2010 08:37and in renegade it takes a very careless mammoth to lose to a flamer. if you use the mammoth wisely you'll position yourself so that you see the flamer coming. one mammoth can quite reasonably fuck up a 3-flamer rush.

Yeah, although 3 would have a very high chance of taking it down still.

2... depends on your position, but obviously more possible than going against 3.

sure, but that quite obviously negates the "mammoths are terrible because it gets raped by a

flamer" statement.

Subject: Re: Renegade balance, i would like to know how do you see it.

Posted by [ArtyWh0re](#) on Sun, 30 May 2010 14:14:58 GMT

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Thats true but one thing I want to add is the fact that not everyone is a pro.

Of course a begginer who buys a Mammy is going to get pwned by one Flamer as they are not expecting it to even be possible, it goes against their logic when a flamer pwns a Mammy.

Subject: Re: Renegade balance, i would like to know how do you see it.

Posted by [FACEBUTT](#) on Tue, 01 Jun 2010 20:25:34 GMT

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Renegade maps are also terrible in some ways, it should be more open instead of one way through.

When you re fighting something with mammoth you can also be surprised by sneaky flamer.

Also i would like to add that anti air weapons are broken.

Subject: Re: Renegade balance, i would like to know how do you see it.

Posted by [HaTe](#) on Tue, 01 Jun 2010 21:16:18 GMT

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Or you could try playing Renegade, then call the maps terrible.

Subject: Re: Renegade balance, i would like to know how do you see it.

Posted by [GEORGE ZIMMER](#) on Tue, 01 Jun 2010 21:41:31 GMT

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FACEBUTT wrote on Tue, 01 June 2010 15:25 Renegade maps are also terrible in some ways, it should be more open instead of one way through.

The only bad maps are Mesa and Hourglass. Which are fixed in Mesa2 and Hourglass2. And will be fixed in TT altogether. Also, pointsfix.

FACEBUTT wrote on Tue, 01 June 2010 15:25 When you are fighting something with mammoth

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Of course, but then, that can happen in any vehicular battle. It doesn't mean the mammoth sucks. Plus, that scenario is pretty rare. Mammoths aren't meant to just blindly run into the field alone. Anyone that does that with a mammoth deserves to die to a flamer.

FACEBUTT wrote on Tue, 01 June 2010 15:25Also i would like to add that anti air weapons are broken.
...wat

Ramjets RAPE aircraft, a decent LCG user can fuck up aircraft, Railguns/PIC's fuck 'em up too. A decent tank user can also hit air units even.

I don't really see how they're broken... I mean yeah, rockets aren't anti-air, but blame the Renegade devs for making rockets shitty altogether. They sorta rushed the whole aircraft patch thing though, so you can't blame them too much.

Subject: Re: Renegade balance, i would like to know how do you see it.
Posted by [FACEBUTT](#) on Wed, 02 Jun 2010 19:36:40 GMT
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GEORGE ZIMMER wrote on Tue, 01 June 2010 16:41FACEBUTT wrote on Tue, 01 June 2010 15:25Renegade maps are also terrible in some ways, it should be more open instead of one way through.
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Thats what i mean measa and hourglass.

Ramjet are too noob friendly against aircrafts, i do understand devs.

Subject: Re: Renegade balance, i would like to know how do you see it.

Posted by [Ethenal](#) on Wed, 02 Jun 2010 20:28:57 GMT

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Subject: Re: Renegade balance, i would like to know how do you see it.

Posted by [liquidv2](#) on Thu, 03 Jun 2010 02:37:14 GMT

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i just drive around in my light tank looking for orcas
they all die if they don't fly the fuck away from me

that's my strategy

Subject: Re: Renegade balance, i would like to know how do you see it.

Posted by [FACEBUTT](#) on Thu, 03 Jun 2010 18:08:36 GMT

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DPS is damage per second, in term of dps Ramjet and 500 rifle wins. I do not mean i have problem countering aircrafts, but they way its uber noobish to kill orca or heli with ramjet or 500rifle. Imo we RSL should be able to fight them like it was in TD.
