
Subject: Counters? New units.

Posted by [Anonymous](#) on Sun, 30 Jun 2002 14:20:00 GMT

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I think that there needs to be new units. Epecially on GDI, where they have 5 vehicles, as opposed to Nod's 6, and they need a counter to Nod's Stealth tech. Chrono troops, perhaps? I also think that there needs to be Rocket Pack Troops. On very many games of City_Flying, Nod always goes for the WF, and takes it out before anyone can respond, and it knocks out our air support. I think there should be some way to maintain flight abilities even when the WF is down. I think that these are reasonable suggestions, and practical, too. There were flying infantry in RA2, as well as chrono units. What happened? If WW/EA does not implement this stuff, they will have to explain how the Chrono/Inf. flight/Prism/Tesla technologies were lost. Add your own suggestions for (reasonable, please) new units and counters to Stealth Tech.

Subject: Counters? New units.

Posted by [Anonymous](#) on Sun, 30 Jun 2002 14:29:00 GMT

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They don't need to explain how that tech was lost, it's always been understood that RA was a different timeline than C&C, an alternate reality of sorts. It's quite possible that one timeline would discover this, while another would not.

Subject: Counters? New units.

Posted by [Anonymous](#) on Sun, 30 Jun 2002 15:48:00 GMT

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also, the fact that Renegade happens during/just after TD, which had none of those techs.

Subject: Counters? New units.

Posted by [Anonymous](#) on Sun, 30 Jun 2002 18:19:00 GMT

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But if you remember, Kane showed up in the end cutscene for the Soviets in RA. Can you explain that? Plus, if C&C is OUR universe, we had Einstein as well. AND Hitler, who was taken out in the very first cutscene of RA1. Plus, the Artillery, Light, Medium, and Mammoth tanks and the Chinook (transport chopper) were identical in both games. The Turret and Repair Bay/Service Depot, and SAM structures are the same. Plus, RA is supposedly an alternate World War TWO. The first one was likely identical to ours. How could there POSSIBLY be this many coincidences?

Subject: Counters? New units.

Posted by [Anonymous](#) on Sun, 30 Jun 2002 18:49:00 GMT

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This is what I like to call the: "first you had a make sense story line with RA1, TD, and TS (since their timelines are consecutive, and the change of Hitler had caused a dramatic change where all advanced tech. appeared much earlier than they are suppose to. But then for commerical purposes you want to make a sequel for the great selling RA1, there by messing up the storyline since it stuck RA2 to the time period where TD almost happened." The only possible explanation is that RA1, TD, TS, and in the future TT will be in one universe, while RA2 and YR stands by themselves.

Subject: Counters? New units.

Posted by [Anonymous](#) on Sun, 30 Jun 2002 18:57:00 GMT

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The actor who plays Kane shows up in RA, but is he acting as Kane or another character? Flying infantry sounds more like RA2 and TS.

Subject: Counters? New units.

Posted by [Anonymous](#) on Sun, 30 Jun 2002 20:52:00 GMT

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Screw continuity! WE WANT FLYING INFANTRY!

Subject: Counters? New units.

Posted by [Anonymous](#) on Sun, 30 Jun 2002 20:57:00 GMT

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there is no need for new units, it would be nice but balancing in the game is fine. stealth trooper are weaker than people think they are. yes they can topple a bulding with a nuke but thats 1400 dollars that could have went towards him buying two flame tanks for him and his partner and if 3 stealth beaconers would spend that cash on flames the game would be over much faster.

Subject: Counters? New units.

Posted by [Anonymous](#) on Sun, 30 Jun 2002 21:46:00 GMT

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A GDI chrono unit would be cool. May give a huge advantage to GDI though.

Subject: Counters? New units.

Posted by [Anonymous](#) on Mon, 01 Jul 2002 01:28:00 GMT

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ok I guess some1 has to explain this to u people. WESTWOOD ****ED UP THE STORYLINE!!!!!!!!!!!!!! There I have said it. TD (which Renegade is based off of just so some idiots know) is set to be around 1990's I beleive, they have a few advanced technology that we don' quite have yet. RA is made to be a World War 2/cold warish game. However, through Einstien they have many new technology like chrono, iron curtain, and so on so forth. If you havn't noticed alot of what was in RA actually exists, except for what Einstein did and Tesla Coils. RA was INTENDED on being a PREQUEL to TD cause they make several referances to the future of Nod, and the guy who plays Kane talks about that. This to once confused me greatly. TS was made, pretty much nothing has no effect on you confusion (I hope). WW decides that they need to make a sequel to RA cause it was their best game. Everything woulda been fine if they hadn't done that. But they did, RA2 is a more bizarre game than all CnC games ever made. So now everone must no longer like the idea of RA, TD, and TS in that order. Rather Ra and RA2 being their own little world. TD and TS being their own world. and Generals being its own world, a NEW world at that. Now on the addition to new units: no new units need to be implemented in the game. This game is perfectly balanced as it is, some people may not agree, but the number of tanks isn't a big deal, GDI's Mammoth tank could be considerd 2 tanks so there u happy its equal. But the only thing I could think of like that is have a middle-of-the-road engineer and that isn't even needed at all. It would be cool if they can figure out a way to have a chinook carry a tank.

Subject: Counters? New units.

Posted by [Anonymous](#) on Mon, 01 Jul 2002 06:05:00 GMT

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actually, the tesla coil is quite real, and very cool. one of my science teachers had one, and on day he took it out, and shot small bolts electricty into various metal objects around the room. best class ever . if you look online, you can find tesla coils, and plans to make them yourself.also, according to all those weird conspiracy theories, the philedelphia (sp?) project, out of which the chronosphere was developed, used some giant tesla coils to produce the insane amounts of power needed to drag the destroyer out of this world, into another one, and back. for some reason, this failed, and the whole thing was covered up, and that was the end of that, for the time. if you have some free time, look it up, cause it's some interesting reading.pretty much the only new technology in RA was the iron curtain. everything else did exist, or at least according to the conspiracies, existed, but did not work as planned.

Subject: Counters? New units.

Posted by [Anonymous](#) on Mon, 01 Jul 2002 10:57:00 GMT

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Acctuly ther is a such thing as a tesla coil. It was made my Nikoli Tesla but the thing is ...1. A tesla coil would never be able to shoot that far.2. It would most definetly harm friendly units.3. It would often miss infantry because the lack of metallic objects.4. It would never be constricted. (as it owuld be considered insane.)5. HTe amount of power it would need is insane.6. THE charge up time would be more liek an hour.7. SOMethign could easily counter it such as a metal cage with wheels that carried troops.anyway.. back on topic about new units and such

Subject: Counters? New units.

Posted by [Anonymous](#) on Mon, 01 Jul 2002 11:30:00 GMT

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maybe westwood could be nice and make some new official maps, or take a bunch of user maps, and release them as part of an official patch, thereby making those maps 'official' maps.

Subject: Counters? New units.

Posted by [Anonymous](#) on Mon, 01 Jul 2002 13:16:00 GMT

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And maybe hell has frozen over.

Subject: Counters? New units.

Posted by [Anonymous](#) on Mon, 01 Jul 2002 13:56:00 GMT

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Ok ok, some of the tech from RA is sorta true, and I stress SORTA. It can happen but not a good idea for battle use. As for Nod having "too many advantages" I completely disagree. If you haven't noticed Nod units are designed around sneaking in and attack and run tactics. While GDI mocks modern day armies by its mere presence is fierce. Almost all Nod tanks are lighter armored than their GDI counterparts. Nod teams like using a lot of 1 type of unit, FT, LT, ST rushes. They can usually destroy a lot of the base. GDI is better if they have a bunch of different units go in. Depending on the map of course it's good to have 3 MedT, 2 Mammsies, 1 APC, and the rest be MRLS.

Subject: Counters? New units.

Posted by [Anonymous](#) on Mon, 01 Jul 2002 14:44:00 GMT

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why do you really care about the C&C storyline? it's not very deep and westwood never really put much thought into it, they were way more concerned with making a great game with good balancing and graphics. the storylines are supposed to be different, they just make references to make people think too hard about their dull storyline, what about generals? where does that fit in the c&c storyline? who cares, just play it like a final fantasy game, it's a different world each time but keeps some of the same things from the other versions.

Subject: Counters? New units.

Posted by [Anonymous](#) on Mon, 01 Jul 2002 15:26:00 GMT

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I think GDI does need something that can counter Nod's stealth units. like an extra item (heat vision

goggles) or maybe even dog(s) that can see invisible units.on maps like walls flying it's very hard to tell were beacons are that stealth troopers placed.

Subject: Counters? New units.

Posted by [Anonymous](#) on Mon, 01 Jul 2002 15:58:00 GMT

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It would be nice to have a Virus Sniper.You shoot a person, they slowly start to die of the virus (life gets sucked away).If they don't get fully healed before they die (of the virus) they die and a mutant "blob" takes it's place.This "blob" can be killed but attacks anything. Only about 5 blobs per map can be made (or more but we need a limit to keep down the lag).The Virus Sniper is from YR. She would have a slower reload rate, only have to hit a person once, and would have little effect on vehicles/buildings.

Subject: Counters? New units.

Posted by [Anonymous](#) on Mon, 01 Jul 2002 17:03:00 GMT

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accually GDI does have a counter to Stealth get close to it..... so you can see it.

Subject: Counters? New units.

Posted by [Anonymous](#) on Mon, 01 Jul 2002 18:13:00 GMT

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It can some times be really hard to sneak into a base, ever try to get a nuke of in walls flying with about 20 people on each team? dog would be real cheap, you would never be able to sneak into a base thus making gdi unfair becuse they make a sbh useless, nod is sneakey and gdi has raw power, gdi is considerd uneven becuse to use this raw power it takes some teamwork{its almost impossible to stop 3 mammy's with a tech or two repairing them, and this combo takes a little teamwork to pull of} while on nod you alone can sneak into a base and place a nuke, making a counter for the sbh is stupid, its like saying "i need a counter for mobius becuse he destroys me and my tank to quickly"

Subject: Counters? New units.

Posted by [Anonymous](#) on Mon, 01 Jul 2002 19:26:00 GMT

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well Nod needs teamwork too. i just played a game on hourglass. i got a flame tank, and as i was pulling away, someone said wait, so i did. we decided to go over the top, and rush the agt. the two of us managed to get over and knock the agt out rather easily. i also realized that by having two flame tanks, the agt can be killed very easily. one flame tank just has to block the door. most people probably try to do this anyway, but by pure luck, i managed to block at least 2 or 3

engineers/hot wires who would have foiled ur plan.after we took out the agt, i became sbh, got a nuke, and ran right in. went to the tib refinery, dropped it right in front of the harvy door. one engineer saw it, i killed him. the other engineers ran right by it. quite funny, i must say. then one more found it, but by then i had moved off, staring at the sky. nuke missile drops down, kills at least one or two guys. then pure chaos broke out as we just rushed them with everything we had. very fun game. wish more games turned out like that one. plenty of teamwork, and plenty of spots for one person to slip through.

Subject: Counters? New units.
Posted by [Anonymous](#) on Mon, 01 Jul 2002 20:21:00 GMT
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um ya i like renegade

Subject: Counters? New units.
Posted by [Anonymous](#) on Mon, 01 Jul 2002 23:17:00 GMT
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To me I think there are two types of teamwork1. Planed teamwork. i.e. a some1 says lets do a flame rush, and every1 buys flame tanks. They plan where they are going to go and what they go try and take out first.2. Unplanned teamwork. i.e. is more of a support thing. Tanks have laid seige to the base, 1 of them blows up, that player is a hotwire and they repair all the tanks.

Subject: Counters? New units.
Posted by [Anonymous](#) on Tue, 02 Jul 2002 10:35:00 GMT
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Okay, screw counter to to the Stealth. Just give another unit, and use them to balance each other. (maybe a Fast Attack Vehicle to GDI, and a lumbering heavy vehicle to Nod. Kinda offset their strengths. And I just want flying infantry, dangit!

Subject: Counters? New units.
Posted by [Anonymous](#) on Wed, 03 Jul 2002 13:35:00 GMT
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One thing I've realized is that GDI can easily counter all of Nod's tech, and they don't need another unit to do it. The only two things I find truly annoying about renegade's tech is the use of RA1's SSM launcher(called V2 in RA1) in place of the TD SSM, and the replacement of the real chinook with a CH-46, which everyone mistakenly calls a chinook anyway.Apart from that, Renegade needs no alterations to be a better game, with the exception of a possible patch to reduce the lag(and make mammoths able to run over recons).

Subject: Counters? New units.

Posted by [Anonymous](#) on Wed, 03 Jul 2002 13:40:00 GMT

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I got to ride in a ch-54 sea stallion(navy's version) Pretty cool, but I felt like I was going to fall out the back when it slowed for landing. (nose comes up when they slow)

Subject: Counters? New units.

Posted by [Anonymous](#) on Wed, 03 Jul 2002 15:06:00 GMT

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Yah, the Stallion I was in had seatbelts. Probably due to the fact it usually used for transporting high ranking officers around, and you don't want them falling out the back into the sea, or the side of the deck.

Subject: Counters? New units.

Posted by [Anonymous](#) on Thu, 04 Jul 2002 13:21:00 GMT

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Here's the Timeline
Red Alert
Red Alert 2
Tiberian Dawn
Tiberian Sun
Red Alert 2 could very well happen before TD. Especially with Yuri's Revenge, by then Time Travel had been SERIOUSLY overused and caused an Alternate Universe. In other words, it happened in another dimension or something. But yes, the original Red Alert is truly the prequel to Tiberium Dawn, think what you will about RA2

Subject: Counters? New units.

Posted by [Anonymous](#) on Thu, 04 Jul 2002 14:05:00 GMT

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I dunno, I think it branches in more directions after RA1...remember, YR took place mostly at the same time as RA2, but altered events during the war. So there's a huge amount of possible futures: 1-TD/Renegade(GDI victory)-22-TS(GDI victory)-32-TS(Nod victory)3-FS(GDI victory)-43-FS(Nod victory)4-TT?1-TD(Nod victory)1-RA2(Allied victory)-21-RA2(Soviet victory)2-YR(Allied victory)2-YR(Soviet victory) Don't debate possible futures after RA1. There's too many of them.

Subject: Counters? New units.

Posted by [Anonymous](#) on Thu, 04 Jul 2002 16:10:00 GMT

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"Apart from that, Renegade needs no alterations to be a better game, with the exception of a possible patch to reduce the lag(and make mammoths able to run over recons)." Yeah, Mammies

should be able to run over most Nod vehicles. In TD, Mammies could only run over Recon Bikes, but scale should allow for Mammies to crush the following vehicles:1)Nod Buggies2)Nod Light Tanks3)Nod Stealth TanksYeah, those should be crushable. GDI make big units so they can't really be crushed unless you have the assistance of a ramp. Since the Nod units are all fast (comparative to the Mammy) this is fair, and would discourage tanks from getting too close.P.S.I don't know how to do that quote thing, so that's why I didn't do it.

Subject: Counters? New units.

Posted by [Anonymous](#) on Fri, 05 Jul 2002 11:34:00 GMT

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buggies and Humvees shouldn't be able to run people over...remember in TD, it was only heavy/tracked vehicles that could do that. Nod should get the recon, actually...it wouldn't throw off the balance at all. How could it? You can only field 8 vehicles at a time. To be unbalanced, the caps would have to be changed to "1 of each type"! Besides, it never threw off the TD balance, and currently, it's the only unit(besides SSM, which WOULD make the game unbalanced) which is missing. But can anyone think of a better use for mammoths than making recon pancakes? J/K...

Subject: Counters? New units.

Posted by [Anonymous](#) on Fri, 05 Jul 2002 16:51:00 GMT

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Actually, Ra1 through TS go together seamlessly. But Ra1 is the beginning of C&C. It branches off to the Ra2 universe, and games following that, as well as the TD universe and games after that. They both are alternates of how life could have continued after Ra, and each have their own storyline.Explaining how chrono technology was lost is up to your imagination, maybe Einstein realized that he had done something horrible and that this war is worse than the original WW2, so he destroyed the tech. Who knows, it might resurface in a later game. Also, GDI isn't the allies necessarily, maybe they don't have access to the same tech.Just my opinion, I didn't read too far into the posts.

Subject: Counters? New units.

Posted by [Anonymous](#) on Tue, 09 Jul 2002 04:09:00 GMT

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Westwood had left out some units out of the game. Those units were Recon Bike and Napalm Missile Carrier. There are no need for new units I say, just left out units in and that's it.

Subject: Counters? New units.

Posted by [Anonymous](#) on Wed, 10 Jul 2002 18:00:00 GMT

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Napalm Missile carrier? SSM? did I not see these? If they were in Covert Ops, I didn't see much of that. Unless the Napalm Carriers were the A-10's? And I might know the SSM as some other name. Please clarify.

Subject: Counters? New units.

Posted by [Anonymous](#) on Thu, 11 Jul 2002 03:25:00 GMT

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actually there were somekind of veachel that was armed with napalm missiles. they were in main game and were powerful weapons. Or were they only in beta version that was prewiev in one game magazine in 1995? Niko Nirvi (most respected game journalist in Finland) said there were that Napalm Missile Carrier that I told you about.

Subject: Counters? New units.

Posted by [Anonymous](#) on Thu, 11 Jul 2002 15:27:00 GMT

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they put the wrong SSM in renegade...instead of the one from TD(which more closely resembled the MRLS), they used the V2 launcher from RA1. Not to mention swapping the chinook for a CH-46...

Subject: Counters? New units.

Posted by [Anonymous](#) on Thu, 11 Jul 2002 21:08:00 GMT

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i think they should bring back the SSM (Which was called Napalm carrier, pre-release) It would have a huge blast radius, extremely damaging to infantry and buildings, does crap damage to vehicles. Slow ROF.increase firing rate/decrease damage (individual rockets) of recon bike, it's usefull.

Subject: Counters? New units.

Posted by [Anonymous](#) on Fri, 12 Jul 2002 09:07:00 GMT

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jump jet infrantry, they do not fly, but jump really high and slow, and do not flip in the air.if they just jumped high, then they would never get a good aim, and die when they landed.make them stay high in the air when they jump, and mot just 1 high jump, at the corner, u click how high u want the jump and for quick times, u ajust it when u want and it stays the same. add to it plz...

Subject: Counters? New units.

Posted by [Anonymous](#) on Fri, 12 Jul 2002 11:26:00 GMT

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this whole thread is full of idiots gdi's conter to stealth is power, gdi has insane amounts of power w/ the med and mammoth the stealth has 200 hp and 200 armor, i can kill a stealth with a hummer, the light tank has less hp and armor than the medgdi has power and high health but is slow and nod has stealth and speed but is weak they both have their advantages and disadvantages

Subject: Counters? New units.

Posted by [Anonymous](#) on Sun, 14 Jul 2002 15:31:00 GMT

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It would be cool for GDI to have Jumpjet Troopers like in TB sun. They can detect Cloaked Units. but I have a Skin that Makes stealth guys stand out better, not perfect but better.

Subject: Counters? New units.

Posted by [Anonymous](#) on Mon, 15 Jul 2002 00:52:00 GMT

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Err, Flashcar1, you are incomprehensible. Could you edit your post so it has proper grammar and punctuation? Well people, it's interesting to hear your opinions on the C&C world. I guess I agree that it's a good game, and doesn't need new units, but having flying infantry would be cool. Just a dream I guess. Also, it was interesting to get so many posts. I never expected much of a reply. Thanks to all who posted. If there was a way to close a subject I would.

Subject: Counters? New units.

Posted by [Anonymous](#) on Tue, 16 Jul 2002 02:57:00 GMT

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Only in TS expansion pack Firestorm they could see cloaked units.

Subject: Counters? New units.

Posted by [Anonymous](#) on Sun, 21 Jul 2002 08:02:00 GMT

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You could be able to add new units to renegade, but if u put units from RA1, TS, RA2 or YR u screw up the meaning of renegade, wich is play C&C in first person view, the only thing I'm waiting for is a new renegade, wich would be played in RA1, TS, RA2, or YR.

Subject: Counters? New units.

Posted by [Anonymous](#) on Sun, 21 Jul 2002 12:51:00 GMT

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Ok Ok i got the Timeline stuff figured out i think.Kane can switch timelines. So RA1 Took place in an alternate universeKane goes to TD and so on because he wants to control a universe but he keeps failing so for all you know all RA1 and RA2 are seperate but the same events happend..

Subject: Counters? New units.

Posted by [Anonymous](#) on Sun, 21 Jul 2002 20:54:00 GMT

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arrrrggghhh!!!!!!u all are f***ed up.renegade takes place at the time of tiberian dawn so should have only td units its that simple maybe a few ra units but if u havent noticed a lot of the td and ra units are identical

Subject: Counters? New units.

Posted by [Anonymous](#) on Mon, 22 Jul 2002 00:02:00 GMT

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Renegade 2 should be Red Alert or maybe TS, but not RA2 or YR...
