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Subject: Re: Crazy CTF N00b? or good practise?  
Posted by [Dr. Lithius](#) on Wed, 06 Jul 2005 03:01:45 GMT  
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Crazy Capture the Flag, eh? I've played that a few times. Who was it that said "Everyone uses Engineers and that takes no skill"? Ah, DJM. No, it still takes quite a bit of skill. You can't just wildly aim and hope your Personal Obelisk of Light(as I call it) makes contact. No, you still have to aim dead-on. Yes, it's one-hit, one-kill for everything but heavy vehicles(if the version you're playing allows for anything outside of Hum-Vees/Nod Buggies and Transport Helicopters), but my point is that you still have to have precision aim. Unlike the Obelisk of Light, it's not an automatic thing.

Anyway. . . I have yet to see any Renegade modifications I don't like. Capture the Flag is an awesome one, for example. Hum-Vees, Buggies, Transport Helicopters, and no automated base defenses. It's a nice, relaxing way to play Renegade without having to worry about and hear messages relating to "Such and such structure is under attack." All you have to worry about is your Flag. Snipers seem to have a tactical advantage on defense, I will admit. But if you have a good counter-sniper on your own team, there's nothing to worry about, really. I dare say it's a lot more teamwork-oriented than Command & Conquer mode due to the fact that, generally speaking, someone can't just waltz in, swipe the flag, and waltz out.(Unless you're clever like that, of course. But I've really not seen very many intelligent players on UNRules.com CTF Server. No offense.)

A variation on this is, as mentioned, "Crazy Capture the Flag". All units now come equipped with high-grade weaponry such as Ramjet Rifles, Auto-Volt Rifles, and "Personal Missile Arrays", as I call them.(IE, Personal Ion Cannons that shoot Advanced Guard Tower missiles.) As one might gather, putting such weaponry as Personal Missile Arrays and Personal Obelisks of Light would indeed make for some hectic, insane gameplay. Add in the fact that some pick-ups include Infantry Flight, Stealth Black Hand Armor, or Health/Armor Bonuses, and brother. . . You have got some freaking screwed-up gaming coming your way.

Regardless of how a goodly number of you might feel about it. . .I, for one, I think that Reborn has the potential to be a freaking sweet modifications for Renegade. Being able to use such units at the Mammoth Mk. II and Cyborg Reaper is such a cool concept. The fact that authentic Tiberian Sun voice clips, sound effects, and even certain statistics are to be implemented in the next release version only adds to the potential awesomeness.

But falling back on something we know to be awesome. . .let's go to the past for a minute. A past features the Soviets and the Allies. Yes, that's right. I'm talking about the one-and-only Renegade Alert! Though very rarely played these days, Renegade Alert in and of itself is a tremendously balanced and overall beautiful modification for Renegade, featuring several units from Red Alert and expansions, as well as a couple units from Red Alert 2(I believe. Correct me if I'm wrong.). The only things I'd say Renegade Alert needed would be more units, more Infantry, and obviously, more people playing it more often. I like the fact that four Minigunners can take down any given structure from the inside, or a bunch of Bazooka units can tear down something from the outside, just like in Red Alert. Which brings me to my next topic. . .

As I've stated in another topic, I want a modification for Renegade like that. One that weakens structures just enough to where a bunch of Gunners, or even Rocket Infantry, can take it down from the outside. This would likely lead the game into a whole new realm of imbalances and

whatnot, but it would make the game far more like the original Command & Conquer, as well. I'd call it "Renegade C&C Classic Mod".

Anyway. . . I've babbled enough. Your thoughts?

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