
Subject: Re: Renegade is great but what do you hate about it?

Posted by [Sniper_De7](#) on Mon, 14 May 2007 11:11:39 GMT

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MaidenTy1 wrote on Mon, 14 May 2007 01:34 Viking wrote on Mon, 14 May 2007 01:19 I hate the following things about renegade.

-Pic/railgun: Bullshit that they can do fucking 100 damage to your tank and you cant hit them or half the time see yourself being hit.

80.

tanks > PICs and Raveshaws. if you think otherwise, you can't handle a tank.

Viking wrote on Mon, 14 May 2007 01:19-How Nod has stealth and GDI has nothing of that sort, on a map with no base defenses this is a way unfair advantage Nod dose not have to worry about a freakin' lon in there base from someone they never saw coming!
not really a big deal

Viking wrote on Mon, 14 May 2007 01:19-How snipers damage helicopters/humvees/arties/buggies/MRLS/ any vehicle more than a rocket or a tank shell dose.

I agree this is stupid

what do I hate? cheats, flaming APCs, bluescreening, and people who whine about "pointwhoring" because they suck too much to do anything about it.

Agreed.

Only thing I'd add is that I can see a reason for wanting to keep the damage for ramjets against copters (despite the fact that no one is actually willing to buy a pic/rave, that they'd rather just say there is nothing else that can do damage against a copter) What I don't understand is the ramjets doing damage against arty/MRL. There's no reason why ramjet would do more than pic/rave. There's already a lot of units that can take out an arty/mrl - so you can't really use the excuse of saying ramjet is the only effective means of destroying one. Med/arty/mrl/light/even an apc with remotes/pretty much any vehicle, so long as you're just better than the other player. Why on earth it still holds true that ramjets do more damage than anti-vehicle infantry? only God knows

To add to the list, though

Renegade's lag. (Seriously, the amount of warping in the game is ridiculous - Wonder where all the snipers would be if they couldn't hump their wall.

I also hate the amount of bullshit the community says its going to do. If something is expected to be coming out, the only safe thing to do is to think it's not coming out.

And I've always wondered why the Nod soldier does less than the GDI soldier, not that it makes me "hate" the game. I just don't understand why no one actually fixed this, or at least from what i've seen over the years.
