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Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [m1a1\\_abrams](#) on Thu, 20 Dec 2007 03:22:01 GMT

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Points fix goes without saying.

Swap the Ramjet damage to light vehicles with the 500 credit sniper's damage. Reduce the 500 credit sniper's light vehicle damage to almost nothing.

Remove 100% accuracy on aircraft machineguns. Standardised to be in line with Buggy/Humvee/APC.

Decrease anti-vehicle damage to heavy vehicle armour for Orca/Apache/Buggy/Humvee/APC machineguns to almost nothing.

Increase anti-vehicle damage to heavy vehicle armour for Orca/Apache rockets considerably.

Add homing rockets to both Rocket Soldier Officers, but not Gunner.

Add rotating turret to MRLS but make no changes to the Nod Artillery.

Standardise damage for basic GDI and Nod free rifle soldier. Give them both the same damage as the GDI soldier has currently (effectively buffing the Nod soldier).

Reasonable increase to anti-infantry damage/splash for Flamethrower and Grenadier weapons, bearing in mind that they're still free characters. Similar damage increases to other underused characters, like Tiberium Auto Rifle Sydney and the Chem Warrior.

That's about all the changes that I can think of, with the idea of leaving the gameplay mostly the same (just hopefully more balanced). Personally I'd prefer to redo everything to be more like TD... but this is what I'd do if I had the chance to rebalance the game in it's current form.

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