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Subject: Re: Measuring and rewarding team work programatically?

Posted by [GEORGE ZIMMER](#) on Fri, 24 Sep 2010 07:48:04 GMT

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snpr1101 wrote on Fri, 24 September 2010 02:16 How does one upgrade to a Medium Tank? Already said vehicles don't need upgrades; they clearly were never INTENDED to be upgraded in any form.

snpr1101 wrote on Fri, 24 September 2010 02:16 How do you upgrade a SBH? SBH is one of the handful of characters that doesn't really have any weaker or stronger versions of itself.

snpr1101 wrote on Fri, 24 September 2010 02:16 I was under the impression that different units are used for different situations.

"Flamethrower rush the barracks!"

Ever heard that? Probably not, the only time you would is if the HoN was down or it was really early game. The second your team can get chem troopers (which is rather quick), flamethrowers are completely obsolete with no other purpose than being a cheaper, weaker chemtrooper.

snpr1101 wrote on Fri, 24 September 2010 02:16 Each character and unit in Renegade is unique and one does not upgrade the other.

lol wut

If you have 1,000 and can't buy vehicles, do you buy a basic soldier because it's going to be more effective than other units? No, if you want a shooter, you'd go for Mobius/Mendoza (although they're not that effective so you're better off getting a PIC/Rav or Havoc/Sakura... which only further demolishes the suggestion that Renegade is "rock paper scissors")

snpr1101 wrote on Fri, 24 September 2010 02:16 The mod is proposing to give small offensive and defensive benefits to your current unit. It's not trying to replace or add to a supposed "Renegade character and unit upgrade game mechanic" because there's no such thing.

I know it's not quite its intention, but I'm saying Renegade's infantry are already based off the idea that you spend more money to gain an upgraded character basically. Infact, if you looked at various Renegade files and in Level Edit, you'd see that Westwood fully intended for every character to be an upgrade of the 4 basic classes (CnC\_Nod\_Flamethrower\_0, then CnC\_Nod\_Flamethrower\_1Off... Off being short for Officer, then 2SF for Special Forces, and so on). But since Renegade is a half finished game and they threw some of the stuff together last minute, they never really went through with that. Kinda for the better, I do like that some infantry units are more unique than just being PURE upgrades of previous characters... but come on, can you really, REALLY say that a GDI Soldier is on par with, say, Patch or even the GDI Officer? Or that the Nod officer is on par with the Black Hand LCG? They can do what the former can do, only better.

snpr1101 wrote on Fri, 24 September 2010 02:16 I also agree that Renegade and it's units are not based upon rock paper scissors. Again, I think it's all situational. As you suggest, a soldier may be at a huge disadvantage to another class (i.e sniper). Slower bullet speed + distance = minimal damage output. However if you shorten the range between the two the situation changes. RoF of Auto Rifle at Close range + HS = dead sniper.

Yes, of course that changes things if you shorten the range, but that hardly has much to do with the fact that you'd do it so much easier as a GDI Officer than a GDI Soldier when you try to kill a Sakura. There is literally no advantage the GDI Soldier holds over the GDI Officer or Mobius. The only advantage he holds over Patch is that Patch's damage vs Chemtroopers is minimized... but that's such a tiny situational difference that it's a moot point to say the GDI Soldier is on par with patch and thus a worthwhile alternative to being Patch.

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