
Subject: Re: Jelly

Posted by [liquidv2](#) on Mon, 14 Sep 2015 23:37:04 GMT

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iRANian wrote on Mon, 14 September 2015 07:23u know i hate pointsmod lol. I'd just disable the custom crates completely, but no one likes that so I would just use regular crates for 5 minutes (alrewyd made something to do that a few years back).

yeah clearscope, spongebob c4 and building bar are major cheats. huge difference playing with and without. It's pretty much impossible to miss c4 with spongebob, clearscope gives you two times more vision scoped and building bars show...building bars the whole time

I'd higher splash on mrls instead of lowering splash on artillery, on xperts server with less arty splash things were pretty gay and in marathon it would stalemate things so much and become boring. The heavy splash MRLS was fucking hilarious when we tried it.

Light defenses on rush maps, rebuyable or with 5x time more health. I'd also increase light and med tank damage by 8-10 points, pretty ridiculous how light tank does about as much damage as a tech can repair.

no time limit and player limit about 40-50.

What would the vehicle limit be if the player max was 50?

Not sure if 5x more health for basic defenses is a good thing because that would be more than actual buildings

Imagine if Nod lost the Airstrip - it would automatically lose the map because killing a Guard Tower would be harder than the Level 10 Challenge

What if they had more HP than the stock ones but automatically respawned anywhere from 5 to 15 minutes after they were destroyed, instead of being a buy-able option? People could work together to kill them and would have windows of opportunity to achieve whatever

I think dropping the arty splash range (not like RR did, but maybe 20%) would give GDI a small edge in field and base repairs

At the same time, increasing the MRLS splash range by even double would not have too many adverse effects on the game (except around the Field corner, and only if you don't also up the MRLS damage as well)

That steroid MRLS week was fucking great, but the sad truth was Nod was winning just as much as before

By definition all of those things are cheats, but they were allowed because it was casual

Renegade - I never had colored c4, and during the short time where I had the Jelly clearscope I almost never scoped anyways so it was of no benefit to me

I never used building bar shit either because I wasn't a fruitcup

Having the standard 100 or 200 credit crate early on is still worth rushing and dying for, and I always liked that

Dropping PIC and Railgun damage to 70 isn't a terrible idea, and upping the overall damage done

by tanks would mean landing shots is more important than before (and that you might need to actually hit enemies to win engagements rather than just have more repair people on you)
You might want to give MRLS more health then, because light tanks would turn them into soup otherwise (I think arties would be fine)

I'm on board with most of your thoughts - Iran and liquid Renegade would be a shitload more balanced than stock Renegade, and without sacrificing everything that made the game fun to play
