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Subject: Unit Balance

Posted by [Deathgod](#) on Sun, 25 Apr 2004 05:15:19 GMT

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Is this patch going to be an optional one? Will people who have it be able to play on non-patched servers? Frankly, I dislike most of these changes, having already played through them on ACK's maps and RenAlert... if WW wanted the game to play like that, they'd have done it themselves. While I can appreciate your fervor in wanting it to be exactly like C&C was, Ren is fun solely because it took liberties to improve gameplay in areas where a direct comparison would have been not as cool. Take artillery, for example, or grenadiers. The artillery would have been impossible to use well in Ren if it had to fire in an arc. The way it is now, it still has a minimum firing range, yet works much better in the game's engine.

If you're going to balance something, make it so GDI and Nod Rifle Soldiers do the same damage, or make it so both the Orca and Apache have the same machine guns, or make Tib Rifle Sydney a little better considering the Chemwarrior is a much more useful character.

Making the aircraft have actual clips wouldn't be a bad plan, either; say 4-6 rockets for an Orca, then a reload similar to the MRLS. Since the Orca doesn't have the same ROF as an MRLS does this would be a decent balance change that wouldn't horribly impact the game. Also, try making the machine guns on the aircraft not be 100% accurate, as both have a spray radius of 0 right now. I suppose this was done to try to negate the impact of "float" on your shots but these guns are too beefy vs. infantry. Lowering the ROF by about 20% might not be a bad call, or making the warhead not Steel because they have a disproportionate impact on infantry.

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