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Subject: Unit Balance

Posted by [Deathgod](#) on Sun, 25 Apr 2004 21:33:00 GMT

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Homey: most of the guns in the game aren't perfectly accurate, the glaring exceptions being Orca/Apache machine guns.

ACK: I think you're taking what I am saying a little out of context. I was pointing those things out as examples of items that were changed to increase playability. You may argue that no one has a beef with your artillery currently, but the people who play RA are a small subset of all Ren players, and most of them play it because they like what you've done to make it adhere to the original game. I don't play it because I dislike these changes, so we'll just get that on the table now.

I hardly think what Ren is now is "bullshit" as you so succinctly put it. It may not be literal 100% true to C&C gameplay, but for me I prefer it that way because it's faster-paced. Ren is one of the slowest-paced FPSes out there, and the only reason I DO still play it when better games are out there is because of the C&C mode and the way the whole theme is carried out. Some of your proposed changes will make the game quite a bit slower, and I hope you realize this before you do it.

While we're on the subject, if you're going to change weapon damages or ranges at all, can you post exact figures in here? I'd like to see a comparison of what the values are now to what you'd like to see done, if you don't mind. If you don't want to do it here, you can hit me up on AIM (priestofb) and we can talk there, too.

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