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Subject: Unit Balance

Posted by [mrpirate](#) on Mon, 03 May 2004 19:11:23 GMT

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Renegade is balanced, more or less. On a map-by-map basis, Nod has the advantage sometimes, and GDI has an advantage sometimes. Overall, though, it's not one side winning all the time, so the game is balanced. I assume that what you people are saying is unbalanced is the battle between a helicopter and a high-class sniper. One on one, the advantage goes to the helicopter. Higher than that, and your helicopter deserves to die. Snipers are necessary to winning a game, in that they take out support units, like Raveshaw and Mobius--just try to win a game without a Hand of Nod or Infantry Barracks. Snipers are also fucking owned by Orcas and Apaches, so they need to be able to defend themselves, as there's little to no cover in Renegade.

If Renegade is changed so that snipers no longer do damage to lightly-armoured vehicles, the Apaches and Orcas are the units that are going to be suddenly creating an "imbalance."

It's not C&C, it's Renegade, and it's too late to do anything about it.

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