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Subject: Unit Balance

Posted by [Deathgod](#) on Sun, 09 May 2004 08:51:45 GMT

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PointlessAmblerMammoth powerup is good - it is not worth its price at the moment, as it can be beaten easily by a Stealth Tank, which is supposed to be a support vehicle, not to mention it only costs 3/5 as much.

You might lose to a Stank if you suck, yes. I don't know where you get the idea that they're support vehicles, either... I guess that makes the medium tank a support unit since GDI gets the mammoth. :rolleyes: Light Tanks cost only 40% of what a Mammoth costs, but I can take out a Mammy with one. Does that mean they need to be nerfed?

PointlessAmblerRegular snipers damage aircraft too, almost as much as n00bjettters.

Try half as much. It takes a havoc/sakura 5 shots to kill an Apache/Orca, and Deadeye/BH Sniper 10 shots.

PointlessAmblerYou're saying you can find a sniper that's hiding in a tunnel or on a base and kill him before he kills you when he can see you EASILY and can start taking shots at you before you're anywhere near the range where you can hit him, and when it only takes 6 or so shots to kill you? I don't believe you.

There are only so many places to hide on each map... not to mention that characters ducking in and out of places on the map are easy to spot because of their movement.

PointlessAmblerUnless you happen to be lucky and the enemy n00bjetter/sniper happens to be shooting you when he's only 100 or less meters away (which is rare), you're going down. And considering helicopters are the second-most expensive unit, that makes them nearly worthless.

They have a role, but if you fly into an area full of snipers expect to die, just like any other unit rushing into an area full of counterunits. If I drive my Medium Tank into an area with 3 or 4 Raveshaws, I expect to die. This is what some people call common sense.

PointlessAmblerHelipads would be good because they completely prevent helicopters from ever being the most powerful unit. Why? Simple. Helicopters cannot hold an area if they have limited ammunition.

They can't even hold an area now, they're a lightly-armored support unit. Even their rockets don't do a huge amount of damage.

PointlessAmblerThey may be able to momentarily clear it in the case of the Apache against infantry, or the Orca against light vehicles, but they'll have to return to base to reload, allowing you to come back into the area, possibly even further than before. As Aircraftkiller said, a single Orca would only be able to damage a Light Tank 50%.

As it stands now an Orca can kill numerous LTs, this is a big downgrade.

PointlessAmblerThat means he has to go find a safe place to hide and repair for a little bit, and then he's back rolling.

Helis already have to do this when they take damage because they're fragile.

PointlessAmblerHelicopters are supposed to be support units, and limited ammunition is a much better way of enforcing that than making them piss-weak against a unit that costs half as much and can hit them without fear of retaliation.

See above. If you're going to make helis require ammo, all vehicles should also. It would be horribly stupid within the confines of the Renegade engine to have one vehicle for each team with such a handicap... I can't see them being too useful if they need to be flying back to base after firing at one target.

PointlessAmblerEDIT: Oh, and by the way, KaiserPanda is not a whiner. I've seen him around more than you have, I'm sure of it. It sounds like someone's hypocritical :rolleyes:

So since someone has been around longer their opinion is automatically more correct than someone else's? Wrong. I personally think that they are both idiots, and so are you. Since I have been here since the old-school Ren forums does that make me right? No. Number of posts or length of forum tenure doesn't mean fuck.

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