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Subject: Unit Balance

Posted by [Javaxcx](#) on Tue, 18 May 2004 04:27:21 GMT

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AircraftkillerI locked the thread because it was getting redundant and useless. You're going to keep arguing in circles to evade the points, so there's no reason to leave it open for further discussion on things we already talked about on the first page.

Until you realize that your hypothetical snipers vs. aircraft situations don't constitute changing their damages and making up imaginary uber units doesn't do anything, this argument isn't over. Yes, I know I've used hypothetical situations, but I've used them only to counter those same situations that you and others have presented.

I however, have given you logistical proof why they should be left the way they are:

Snipers heavily damage lightly armoured vehicles <-- Fact.

Aircraft are lightly armoured vehicles <-- Fact.

Snipers therefore heavily damage aircraft.

What's yours? "GR I h8 SNIPRZ KILIN AIRKRFT WEN I LEVE BASE RITE AWY!!!!11111"

And of course: "SNIPRZ CUDNT HIT AIRKFT IN C&C"

This TOO has been addressed: You cannot pick and choose which concessions YOU want to make (And I think your blantant locking of this thread TWICE has proven this). There are so many aspects of Renegade that aren't/weren't in C&C that is isn't practical to try and choose ones that will make your flying experience nicer. You CANNOT pick and choose which concessions to make, because you're NOT remaking C&C in FPS, you're manipulating Renegade into another "bastardized" form. Thats why I said for you to eliminate all that crap from the engineers. Or rather, why not eliminate the pistol from the GDI engineer, and give the Nod technician a crap ass pistol that couldn't kill a crippled monkey tied to a tree. Thats not fun at all. Renegade was made to have FUN with, not to have retarded concessions made to eliminate that.

Quote:It's not always obvious when sarcasm is used. I can't hear what you're trying to write, so your lack of voice isn't giving off any sort of sarcastic tone.

Oh please, don't pull the "UM I CANT HERE U SO YA!" because it doesn't work. The context is purely sarcastic.

Quote:You didn't say why the SAM Site\Obelisk proposal, like C&C, is unbalanced. It works for both teams, there are advantages and disadvantages... That's what is called "balance." If both teams are almost identical in structures, units, etc... Then why bother playing, just make it into a large deathmatch.

These 'balances' are so bipolar that you'd freaking plotz. Look at the other posts for GOOD reasons why.

Quote:There were no balance changes made to Renegade,

Golly Batman! You're right! That must be because they didn't feel the need to! Also, don't pull the "there is no time or resources" rhetoric. It's old, and a weak argument. They was plenty of time, and it doesn't take any substantial resources to click change the munitions damage.

Quote:It's not a "mod," it's an addition to the game, and it's still getting changed whether or not you agree with it.

It's not an addition to the game. You've said this yourself thats not taking the place of the official maps. It's a series of levels redesigned to your 'perverted' concessions. It's a MOD (you know, MODIFICATION).

Quote:This is staying locked.

Obviously not.

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