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Subject: Flamethrower upgrade  
Posted by [s0meSkunk](#) on Wed, 08 Jun 2005 14:10:24 GMT  
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Make the flame thrower more powerful.

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Subject: Re: Flamethrower upgrade  
Posted by [RVMECH](#) on Wed, 08 Jun 2005 15:15:22 GMT  
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Make it so idiotic posts fail to load.

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Subject: Re: Flamethrower upgrade  
Posted by [bandie63](#) on Wed, 08 Jun 2005 15:32:42 GMT  
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Well... if you make the flamethrower more powerful, the Non-CP2 users won't have those powers. Thus, making the game unbalanced.

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Subject: Re: Flamethrower upgrade  
Posted by [s0meSkunk](#) on Wed, 08 Jun 2005 17:12:52 GMT  
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Subject: Re: Flamethrower upgrade  
Posted by [Naamloos](#) on Wed, 08 Jun 2005 22:41:45 GMT  
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The flametrower, and some other weapons in renegade are total crap. But changing something like that in an un official patch is the same as having a cheat.

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Subject: Re: Flamethrower upgrade  
Posted by [matty3k10](#) on Thu, 09 Jun 2005 14:39:04 GMT  
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If anything fix the dam damage difference in the auto-rifle between Nod and GDI

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Subject: Re: Flamethrower upgrade  
Posted by [Cat998](#) on Thu, 09 Jun 2005 15:01:04 GMT  
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The power of weapons can be changed serverside (objects.ddb)

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Subject: Re: Flamethrower upgrade  
Posted by [Renx](#) on Thu, 09 Jun 2005 19:18:41 GMT  
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I was under the impression the difference in damage was intentional.

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Subject: Re: Flamethrower upgrade  
Posted by [Cpo64](#) on Fri, 10 Jun 2005 00:33:09 GMT  
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I think the GDI does more damage but has a slower rate of fire...  
Balanceing itself out.

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Subject: Re: Flamethrower upgrade  
Posted by [zgunner12](#) on Fri, 10 Jun 2005 04:38:24 GMT  
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Cpo64 wrote on Thu, 09 June 2005 19:33I think the GDI does more damage but has a slower rate of fire...  
Balanceing itself out.

The GDI has less firepower actually.

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Subject: Re: Flamethrower upgrade  
Posted by [cmatt42](#) on Fri, 10 Jun 2005 06:48:41 GMT  
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Wrong.

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Subject: Re: Flamethrower upgrade  
Posted by [flyingfox](#) on Fri, 10 Jun 2005 09:27:48 GMT  
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They both have the same rate of fire. it's the GDI rifle that does about 40% more than the Nod one, so you could say it did 1.4 times Nod's...the Nod rifle should be improved period, as should

the flamethrower, because Nod's trashed when they've lost their hand and tanks are rolling around destroying everything..if this can be changed serverside then server owners should do it promptly.

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Subject: Re: Flamethrower upgrade  
Posted by [RTsa](#) on Fri, 10 Jun 2005 19:08:06 GMT  
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Hey! Let's just make Nod's units exactly like GDI's! Hmm...maybe make them have different names?

...

Hey, maybe not...there's a reason why the damages are how they are...

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Subject: Re: Flamethrower upgrade  
Posted by [Aircraftkiller](#) on Fri, 10 Jun 2005 19:19:47 GMT  
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The reason is that the game sucks.

Flamethrowers and Grenadiers should have been purchasable characters that actually did some worthy damage, like they do in Renegade Alert.

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Subject: Re: Flamethrower upgrade  
Posted by [\[RG\]Aslyfox](#) on Fri, 10 Jun 2005 19:51:55 GMT  
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Flamethrowers and grenadiers are good enough if you can use them.  
Three or four flamethrowers will own a sniper, as all the flames going off will lag the sniper like hell. Same applies to other infantry.

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Subject: Re: Flamethrower upgrade  
Posted by [matty3k10](#) on Fri, 10 Jun 2005 21:48:05 GMT  
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RTsa wrote on Fri, 10 June 2005 15:08Hey! Let's just make Nod's units exactly like GDI's!  
Hmm...maybe make them have different names?

...

Hey, maybe not...there's a reason why the damages are how they are...

Could you explain to me why that is (For the Auto-Rifles anyways)

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Subject: Re: Flamethrower upgrade  
Posted by [zgunner12](#) on Fri, 10 Jun 2005 23:18:12 GMT  
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Damnit I knew someone had advantage

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Subject: Re: Flamethrower upgrade  
Posted by [Cpo64](#) on Fri, 10 Jun 2005 23:36:15 GMT  
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It seems the NOD rifle does not fire faster, maybe its the NOD sniper rifle that does, any matter.

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Subject: Re: Flamethrower upgrade  
Posted by [Zonekill9](#) on Sat, 11 Jun 2005 02:26:29 GMT  
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Aircraftkiller wrote on Fri, 10 June 2005 15:19The reason is that the game sucks.

Flamethrowers and Grenadiers should have been purchasable characters that actually did some worthy damage, like they do in Renegade Alert.

Hum, I kill tons of People with Grenadiers, but I agree for Flamethrowers. I think the Grenadier is the best free GDI unit.

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Subject: Re: Flamethrower upgrade  
Posted by [zgunner12](#) on Sat, 11 Jun 2005 07:15:00 GMT  
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Well I was reading some articles in EGM and PC World about it and GDI is supposed to focus more on offense while NOD is defensive.A lot of you probally knew that,but whatever...

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Subject: Re: Flamethrower upgrade  
Posted by [flyingfox](#) on Sat, 11 Jun 2005 18:07:31 GMT

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aslyfox Three or four flamethrowers will own a sniper, as all the flames going off will lag the sniper like hell. Same applies to other infantry.

But why should you need three or four against one man. Apart from that, the reason they should kill him is because their flames drain his health fast and burn him to a crisp....not because the weapons make the game lag and play a detriment to his computer performance. that should never be a reason to purchase a character.

Flamethrowers suck, but they CAN be good. Yesterday I destroyed 2 hotwires with one flamethrower because they couldn't really dodge my flames and their c4 explosives either missed or did minimal damage to my flamethrower armour.

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Subject: Re: Flamethrower upgrade  
Posted by [matty3k10](#) on Sat, 11 Jun 2005 21:30:16 GMT  
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zgunner12 wrote on Sat, 11 June 2005 03:15 Well I was reading some articles in EGM and PC World about it and GDI is supposed to focus more on offense while NOD is defensive. A lot of you probably knew that, but whatever...

This is true but if I am not mistaken the Officer chain guns for both GDI and Nod do the same rate of fire and same damage amount. My point is if both sides have the same unit then they should have equal fire power. Don't you think so?

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Subject: Re: Flamethrower upgrade  
Posted by [Aircraftkiller](#) on Sun, 12 Jun 2005 00:39:40 GMT  
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Remember, it's Nod, not NOD.

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Subject: Re: Flamethrower upgrade  
Posted by [ghostSWT](#) on Sun, 12 Jun 2005 02:09:09 GMT  
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Aircraftkiller wrote on Sat, 11 June 2005 17:39 Remember, it's Nod, not NOD. Remember no one gives a fuck if it's nod, NOD or Nod... that is no one but you.

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Subject: Re: Flamethrower upgrade

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Posted by [WNxCABAL](#) on Sun, 12 Jun 2005 02:11:37 GMT

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Aircraftkiller wrote on Sun, 12 June 2005 01:39Remember, it's Nod, not NOD.

haha, classic!

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Subject: Re: Flamethrower upgrade

Posted by [Spoony\\_old](#) on Sun, 12 Jun 2005 11:59:28 GMT

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The reason Nod free infantry blow compared to GDI free infantry is GDI needs the harvester advantage, because Medium tanks are more expensive than light tanks and artillery.

Improving the Nod Soldier and Flamethrower won't balance the game, it will throw it out of balance because Nod will get their tanks much quicker.

Grenadiers are fine if you use them for the right thing. They're great for killing harvesters and getting money from buildings in the early game. If you're using them to attack a sniper.... no offence, but you're an idiot. Just get a GDI soldier, they rape infantry if you're good with them.

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Subject: Re: Flamethrower upgrade

Posted by [danpaul88](#) on Sun, 12 Jun 2005 13:17:03 GMT

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or just use a pistol on any basic character...if you have good aim you can kill quite fast with a pistol

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Subject: Re: Flamethrower upgrade

Posted by [matty3k10](#) on Sun, 12 Jun 2005 13:26:40 GMT

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I understand that about the "free infantry" but what effect do the auto-rifles have on the Harvester? I mean whats the 40% or what ever is more damage going to do against the Harvester? The harvester can regenerate health if im not mistaken so it has no big effect on the Harvester at all. I disagree with you on what you said about GDI needing more money in the begining of the game. GDI naturally has more fire power with thier tanks then Nod so if you ask me it would seem that Nod need to get on to the battlefield first so they can get back up before GDI has a chance to buy Meds and take over the field. Meds easly pwn Arts (if they are not being repaired) in the first place so I would say Nod needs the cash more then GDI. Besides that GDI could always buy MRLS's they cost the same amout as a Art.

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Subject: Re: Flamethrower upgrade  
Posted by [Spoony\\_old](#) on Sun, 12 Jun 2005 13:51:12 GMT  
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matty3k10 wrote on Sun, 12 June 2005 09:26I disagree with you on what you said about GDI needing more money in the begining of the game. GDI naturally has more fire power with thier tanks then Nod so if you ask me it would seem that Nod need to get on to the battlefield first so they can get back up before GDI has a chance to buy Meds and take over the field. Meds easily pwn Arts (if they are not being repaired) in the first place so I would say Nod needs the cash more then GDI. Besides that GDI could always buy MRLS's they cost the same amout as a Art. I don't think you understand what I said.

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Subject: Re: Flamethrower upgrade  
Posted by [danpaul88](#) on Sun, 12 Jun 2005 14:24:02 GMT  
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gdi can defend their harv against nod infantry easier than nod can defend theirs from GDI, due to the superior firepower of the GDI soldier, therefore meaning GDI are more likely to get their harv back in one piece delivering money.

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Subject: Re: Flamethrower upgrade  
Posted by [zgunner12](#) on Sun, 12 Jun 2005 22:08:34 GMT  
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The GDI soldiers can actually rape infantry,if you are good at aiming and shoot at the enemies head you can kill them in like 5-12 seconds depending on how good you are.Wow now thats what I call a run-over sentence.

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Subject: Re: Flamethrower upgrade  
Posted by [Spoony\\_old](#) on Sun, 12 Jun 2005 22:14:10 GMT  
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zgunner12 wrote on Sun, 12 June 2005 18:08The GDI soldiers can actually rape infantry,if you are good at aiming and shoot at the enemies head you can kill them in like 5-12 seconds depending on how good you are.

5-12? That's if you're really far away or if you suck. Anyone who's good with a GDI soldier at reasonably close range can kill an enemy in a heartbeat.

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Subject: Re: Flamethrower upgrade  
Posted by [zgunner12](#) on Sun, 12 Jun 2005 22:30:34 GMT  
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Meh,my aiming gets worse all the time,but yeah there are times you get lucky.

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Subject: Re: Flamethrower upgrade  
Posted by [danpaul88](#) on Mon, 13 Jun 2005 21:10:46 GMT  
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anyone half decent at aiming can kill any infantry with a pistol in 4 seconds or less...

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Subject: Re: Flamethrower upgrade  
Posted by [RTsa](#) on Tue, 14 Jun 2005 16:31:06 GMT  
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Well,I wouldn't say 'half decent' and 'any infantry' but you're right, pistol owns

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Subject: Re: Flamethrower upgrade  
Posted by [flyingfox](#) on Thu, 16 Jun 2005 11:51:14 GMT  
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lol ok, hardly anyone can kill a character in 4 seconds with a pistol unless they're standing still or fighting someone else. In a 1 or 1 battle you'll find it significantly harder as a whole to target your enemy....this is true of all games, simply because he's attacking you too so you have to defend yourself as well as deal with his strafing.

I find it odd how games like CS want you to stand still when shooting, yet every time I play people run around like matchsticks shooting and scoring nearly every hit. makes absolutely no sense. If I look around a corner and see a man coming at me, who's more likely to hit the other? The man standing still and aiming eye level, or the one running with his gun bobbing up and down at his waist? Yet, it's the runner who wins 80% of the time.

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Subject: Re: Flamethrower upgrade  
Posted by [zgunner12](#) on Thu, 16 Jun 2005 23:24:31 GMT  
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It is kinda like the snipers who think jumping will help them dodge shots...

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Subject: Re: Flamethrower upgrade  
Posted by [danpaul88](#) on Sat, 18 Jun 2005 18:57:22 GMT  
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actually jumping is just to make it hard for an opponent to get headshots, because the head does

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not stay on the same level....

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Subject: Re: Flamethrower upgrade  
Posted by [Lijitsu](#) on Mon, 20 Jun 2005 04:12:05 GMT  
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ghostSWT wrote on Sat, 11 June 2005 22:09 Aircraftkiller wrote on Sat, 11 June 2005 17:39 Remember, it's Nod, not NOD. Remember no one gives a fuck if it's nod, NOD or Nod... that is no one but you.

And me.

Anyone with a good shot, and great dodging abilities can kill Infantry with ANY weapon. I killed a Medium Tank with a single Rifleman.

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Subject: Re: Flamethrower upgrade  
Posted by [ChronoJam](#) on Mon, 20 Jun 2005 07:12:45 GMT  
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Rifleman = not enough ammo to kill a medium tank.

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Subject: Re: Flamethrower upgrade  
Posted by [Lijitsu](#) on Mon, 20 Jun 2005 07:16:03 GMT  
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Dude had very poor aim and i used my C4 and Pistol. It took about six minutes, and, after i killed him, i ran back to base, only to get killed by a Humvee.

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Subject: Re: Flamethrower upgrade  
Posted by [ChronoJam](#) on Tue, 21 Jun 2005 00:33:51 GMT  
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Was this guy an absolute fucking moron?

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Subject: Re: Flamethrower upgrade  
Posted by [Lijitsu](#) on Tue, 21 Jun 2005 00:44:17 GMT  
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Very. He had taken some damage from just driving around randomly, but not a whole lot. 50 armor was all that i estimated.

()Kind of ironic that i could kill a Medium Tank with a Rifleman by myself, then get squashed by a

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Humvee.()

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Subject: Re: Flamethrower upgrade

Posted by [Zonekill9](#) on Thu, 23 Jun 2005 16:41:41 GMT

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Lijitsu wrote on Mon, 20 June 2005 20:44: Very. He had taken some damage from just driving around randomly, but not a whole lot. 50 armor was all that i estimated.

()Kind of ironic that i could kill a Medium Tank with a Rifleman by myself, then get squashed by a Humvee.()

I blew half the health of a mammoth tank with a buggy once, simply because his camera wasn't locked on his turret.

The best way to damage tanks when you dont have shit is the Flamer, Grenadier and Enginner. If they're light vehicles (IE : Humm-vee, MRLS, Arty) , Shotguns rape them if you surprise them.

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