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Subject: balance

Posted by [Anonymous](#) on Tue, 05 Mar 2002 07:38:00 GMT

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Is it just me or does the game seem unbalanced? It seems like Nod always wins by destroying the enemy base. I know it's probably lack of teamwork, defense/offense and stuff like that, but how come GDI seems to always be on the losing end? Does Nod promote individual tactics more?

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Subject: balance

Posted by [Anonymous](#) on Tue, 05 Mar 2002 07:43:00 GMT

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nah, GDI has jst as much potential to destroy the base. Nod can get a Flame Tank rush together pretty quickly though due to their cheap Flame tanks.

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Subject: balance

Posted by [Anonymous](#) on Tue, 05 Mar 2002 07:46:00 GMT

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If u work together as GDI nod is screwed.. the flame rush wot work if u defend your base and not let the AGT do all the work. If u team up and not play it like a death match u will win.

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Subject: balance

Posted by [Anonymous](#) on Tue, 05 Mar 2002 08:32:00 GMT

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More multi-player maps for both online and practice gamming sessions.It would be handy if renegade had a f-r-e-e map building tool like in nearly all the other C&C games.Does anyone know if there are going to be more official ones, downloadable ones or simply fan ones that I can use.

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Subject: balance

Posted by [Anonymous](#) on Tue, 05 Mar 2002 08:53:00 GMT

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It won't be simple but a free tool is coming. A plugin for the program GMax will be released. GMax is a free stripped down version of 3D Studio Max.If you want to play with GMax browse to Westwood's main Renegade page and click on the Gmax link in the Downloads section.

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Subject: balance

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Posted by [Anonymous](#) on Tue, 05 Mar 2002 10:38:00 GMT

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well i'm not a great gamer by any means, especially fps's, but it seems to me that gdi wins as often as nod, so i say it's the teamwork that will win, not the weapons. that's the way it should be!

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Subject: balance

Posted by [Anonymous](#) on Tue, 05 Mar 2002 13:17:00 GMT

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I really hate pepl that think 1 team is better than another overall. GDI just takes different tactics to win that people aren't used to knowing or using effectively, like saving up for mammoths while keeping WF online

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Subject: balance

Posted by [Anonymous](#) on Tue, 05 Mar 2002 13:21:00 GMT

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Gunner is one of the best characters in the game. Extremely cheap and very effective against everything, especially vehicles. 3-4 gunners will stop a flame tank rush of 2-3 tanks cold

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Subject: balance

Posted by [Anonymous](#) on Tue, 05 Mar 2002 14:49:00 GMT

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I think that the game is balanced if both sides use teamwork, but I think that Nod is favored if only a couple people on a team use teamwork. Because it is easy to get 2 or 3 people to do a flame tank rush, but it seems like not many people will use teamwork to defend against it.

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Subject: balance

Posted by [Anonymous](#) on Tue, 05 Mar 2002 15:19:00 GMT

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And what I hate is when you get 4 or 5 guys to rush the obelisk, but as soon as the thing starts shooting, your "teammates" all run off like little girls... so you're halfway to the obelisk, dead, and wondering why your teammates all took off and are hiding around the corner. True, if you Mammoth rush the obelisk, you'll lose one of the Mammoths... but if you rush with at least 3 of them, you might pull it off. The other thing that drives me NUTS... if you rush a building, shoot the BUILDING, not the defenders!! Your tanks can take some damage, but if you shoot back at the defenders, you won't be damaging the building, and the engineers will just fix it before your teammate (who's also getting his rear shot off) can destroy it.

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Subject: balance

Posted by [Anonymous](#) on Tue, 05 Mar 2002 15:21:00 GMT

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Maps are unbalanced, it isn't really GDI vs Nod. Mesa is unbalanced and gives GDI the advantage because the AGT covers the Tiberium Cave (inside) and the Sniper Tower. GDI can fire on the Nod base safely with cover from the AGT, Nod doesn't get cover from the Obelisk in this manner. Other maps with out base defense can give Nod the advantage because of Stealth Black Hand and Nuke Beacons. Mesa is the only map that doesn't give each side a fair start, but the maps without base defense can give Nod the upper hand if GDI doesn't cover all the base enteries.

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Subject: balance

Posted by [Anonymous](#) on Tue, 05 Mar 2002 15:43:00 GMT

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I agree that at times the game seems unbalanced. Most of the time it is lack of teamwork and just stupid players. Alot of players don't like loosing their tanks. There all a bunch of sissies too I hate it wen I run into battle and they run away. Another thing I hate is how people don't realize that some vehicles weapons have limited range. for instance both the stealth tank and mammoth tanks missles explod after a certain point. I've seen stealth tnaks shoot at the AGT on the map that has the huge hill in the middle, they dont hit it and dont realize it. TOTAL MORONS!

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Posted by [Anonymous](#) on Tue, 05 Mar 2002 16:08:00 GMT

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1 thing i hate is the gdi guys we hve good weapons i guess but when it comes 2 the nod guys well tlk about invisble tanks invisble ppl! gezz i mean there bound 2 get thought and win the game!

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Subject: balance

Posted by [Anonymous](#) on Tue, 05 Mar 2002 16:25:00 GMT

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"bound 2 get thought"?"thought"?

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Subject: balance

Posted by [Anonymous](#) on Tue, 05 Mar 2002 16:39:00 GMT

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it's really balanced in my books. I attacked a harvestor in the demo with the Flame tank and thought an engineer was using his repair weapon on me (it was really the personal ion cannon, I

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didn't figure it out till just before I died, lol), which I still killed the harvester, then we duked it out. Pistol vs Person Ion cannon. I died, but I did a lot of damage (I used hid behind a rock, then flew out and shot him a few times, then hid again.)

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