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Subject: armor changing

Posted by [Rocko](#) on Mon, 21 Jul 2008 00:53:14 GMT

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will there be any changes to armor?

such as making the transport as strong as an APC and make it actually useful??

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Subject: Re: armor changing

Posted by [GEORGE ZIMMER](#) on Mon, 21 Jul 2008 03:33:06 GMT

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Surprisingly, you make a good point. Transport heli sucks. Should either have better speed, or better armor. I say it should have slightly better armor, but its major advantage should be speed.

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Subject: Re: armor changing

Posted by [a000clown](#) on Mon, 21 Jul 2008 04:06:33 GMT

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6 pages already about the points fix which is a real bug.

I'm sure armor and health changes would make pretty much the same arguments, only you can't really say it's a bug this time.

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Subject: Re: armor changing

Posted by [Rocko](#) on Mon, 21 Jul 2008 04:20:22 GMT

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changing only the transport cant possibly be argued against considering how completely useless it is

unless u own like me you cant do much with it

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Subject: Re: armor changing

Posted by [Goztow](#) on Mon, 21 Jul 2008 06:42:16 GMT

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I find them pretty useful sometimes. But they're way overpriced. Adding more armor or lowering the price would make it more useful; however, I don't think this patch's aim is to change balance.

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Subject: Re: armor changing

Posted by [Chuck Norris](#) on Mon, 21 Jul 2008 06:55:14 GMT

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Why not though? It is (if it goes through) going to be the official Renegade patch 1.038, so it needn't be limited to bugs. They're priority, but if it makes Renegade better and is worth it, I say go for it. That's our goal with this, right? Make Renegade better? This could be the ONLY patch chance we get, so we should make sure it's ready before presented.

On this issue, I do agree that there'd likely be alot of arguing about what does/doesn't need changed. For example, I think the Mammoth Tank is overpriced for what it usually nets you, but most would probably deny it (although it SEEMS most would agree since most bash it/don't use it). True, you have to know how to use it, and most don't, but I still think it's not worth 1500. Maybe 1200 or so. I'm not saying it needs a a buff or to be made overpowered, but perhaps a slight increase to speed at least, because that's the biggest problem with that vehicle IMO. The Mammoth Tank was slow, but not like that. It self repairs too slow too.

Anyway, I was posting more so to point out that the patch should be for more than bugs, rather than to bring up the specific case of the Mammoth Tank. I do agree about the Transport Helicopter, along with what I said and probably a few others too.

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Subject: Re: armor changing

Posted by [EvilWhiteDragon](#) on Mon, 21 Jul 2008 06:59:16 GMT

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Chuck Norris wrote on Mon, 21 July 2008 08:55Why not though? It is (if it goes through) going to be the official Renegade patch 1.038, so it needn't be limited to bugs. They're priority, but if it makes Renegade better and is worth it, I say go for it. That's our goal with this, right? Make Renegade better? This could be the ONLY patch chance we get, so we should make sure it's ready before presented.

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Anyway, I was posting more so to point out that the patch should be for more than bugs, rather than to bring up the specific case of the Mammoth Tank. I do agree about the Transport Helicopter, along with what I said and probably a few others too.

Our patch will probably ship with it's own patcher, so when we get TT pushed by EA, we can update it whenever it's needed.

That is, if everything goes according to plan.

So for that reason, I think we shouldn't (yet) make any balance changes. It would cause major

disagreements here, and gameplay will already be altered to some extent by the pointfix.  
(making mammys actually worth their money and not make your team loose on points)

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Subject: Re: armor changing

Posted by [Chuck Norris](#) on Mon, 21 Jul 2008 07:06:03 GMT

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Ah, if that's the case, than I understand your priority almost solely on bugs right now. I like your way for doing the patch better, but I didn't think EA would basically pass on support for the game in giving TT control, since it seemed like it'd be hard enough to let them let anything be done for it period.

P.S. Mammoth Tanks aren't not worth it only because of the points they used to give off. They simply don't get you 1500 credits worth compared to most other things do.

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Subject: Re: armor changing

Posted by [EvilWhiteDragon](#) on Mon, 21 Jul 2008 08:31:06 GMT

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Chuck Norris wrote on Mon, 21 July 2008 09:06Ah, if that's the case, than I understand your priority almost solely on bugs right now. I like your way for doing the patch better, but I didn't think EA would basically pass on support for the game in giving TT control, since it seemed like it'd be hard enough to let them let anything be done for it period.

P.S. Mammoth Tanks aren't not worth it only because of the points they used to give off. They simply don't get you 1500 credits worth compared to most other things do.

(at the mammoths)

Well, mammoths can be really useful if your base is in a siege. It allows you to get a lot of armour to push away enemy tanks. it also is very good in such cases to provide a cover for meds behind it, so they can move out as soon as they are near the enemy.

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Subject: Re: armor changing

Posted by [Hitman](#) on Mon, 21 Jul 2008 14:49:42 GMT

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yeah making the trans heli cost like 550 would be real nice, maybe a tiny speed upgrade to.

would own

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Subject: Re: armor changing

Posted by [StealthEye](#) on Mon, 21 Jul 2008 14:51:24 GMT

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This patch is not intended to do any real balance changes.

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Subject: Re: armor changing  
Posted by [Spoony](#) on Mon, 21 Jul 2008 16:30:00 GMT  
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I've put forth the idea of changing the transport heli's armour from light to heavy, which would give it the same durability as a stealth tank. I don't think we should include any actual balance changes though, at least not yet.

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Subject: Re: armor changing  
Posted by [Jamie or NuneGa](#) on Mon, 21 Jul 2008 17:52:30 GMT  
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Renegade doesn't need balance changes, each side has its advantages, nod has speed and stealth, gdi has heavy tanks.  
The fact that maps are not always balanced is what makes renegade so unique.

So many other games like bf for example have the same stuff on both teams, which is why I personally got bored of it so fast, yet renegade has retained my interest due to the fact that it isn't balanced.

Strategies for GDI and NOD are so different which is what I love.

In regards to transport heli, it has some advantages over apc... on city\_flying for example ability to go over the bridge is helpful, changing its armour wouldn't really change gameplay much as anyone who is decent and gets a transport heli is probably intending to rush.

The fact it is slower than orca / apache makes sense due to it being larger and often carrying more people.

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Subject: Re: armor changing  
Posted by [Chuck Norris](#) on Mon, 21 Jul 2008 18:49:16 GMT  
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You're kidding, right? Renegade is one of the most balanced games I can think of. Sure, some things are useless and need fixed individually, but across the scale, it's pretty balanced.

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Subject: Re: armor changing  
Posted by [Jamie or NuneGa](#) on Mon, 21 Jul 2008 22:04:49 GMT  
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ok NOD on seige vs GDI on seige with teams of equal skill, nod wins everytime.

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Subject: Re: armor changing

Posted by [Herr Surth](#) on Mon, 21 Jul 2008 23:25:43 GMT

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NuneGa wrote on Mon, 21 July 2008 12:52Renegade doesn't need balance changes, each side has its advantages, nod has speed and stealth, gdi has heavy tanks.

The fact that maps are not always balanced is what makes renegade so unique.

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The fact it is slower than orca / apache makes sense due to it being larger and often carrying more people.

Balancing does not only BALANCE the factions, but also the Units, making sure that every unit has its uses.

THE TRANSPORT CHOPPER DOES NOT HAVE A USE.

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Subject: Re: armor changing

Posted by [sadukar09](#) on Tue, 22 Jul 2008 00:50:20 GMT

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NuneGa wrote on Mon, 21 July 2008 18:04ok NOD on seige vs GDI on seige with teams of equal skill, nod wins everytime.

Seige isn't official WW map, fail.

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Subject: Re: armor changing

Posted by [GEORGE ZIMMER](#) on Tue, 22 Jul 2008 07:17:22 GMT

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Surth wrote on Mon, 21 July 2008 18:25

Balancing does not only BALANCE the factions, but also the Units, making sure that every unit has its uses.

THE TRANSPORT CHOPPER DOES NOT HAVE A USE.

It has a use, it's just not very good at it.

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Subject: Re: armor changing  
Posted by [Jamie or NuneGa](#) on Tue, 22 Jul 2008 20:59:19 GMT  
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sadukar09 wrote on Tue, 22 July 2008 01:50NuneGa wrote on Mon, 21 July 2008 18:04ok NOD on seige vs GDI on seige with teams of equal skill, nod wins everytime.  
Seige isn't official WW map, fail.

complex = nod map

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Subject: Re: armor changing  
Posted by [KobraOps](#) on Tue, 22 Jul 2008 21:03:46 GMT  
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NuneGa wrote on Tue, 22 July 2008 15:59sadukar09 wrote on Tue, 22 July 2008 01:50NuneGa wrote on Mon, 21 July 2008 18:04ok NOD on seige vs GDI on seige with teams of equal skill, nod wins everytime.  
Seige isn't official WW map, fail.

complex = nod map

Not rilly.

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Subject: Re: armor changing  
Posted by [Ghostshaw](#) on Tue, 22 Jul 2008 22:18:46 GMT  
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A little detail, on the ladder nod vs gdi wins on official maps is like 50.00000001 to 49.99999999%

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Subject: Re: armor changing  
Posted by [CarrierII](#) on Tue, 22 Jul 2008 22:41:03 GMT  
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That is clearly unfair.

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Subject: Re: armor changing  
Posted by [EvilWhiteDragon](#) on Fri, 25 Jul 2008 22:28:34 GMT  
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CarrierII wrote on Wed, 23 July 2008 00:41That is clearly unfair.

Statisticians would refer to that as "insignificant".

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Subject: Re: armor changing

Posted by [KobraOps](#) on Fri, 25 Jul 2008 23:35:50 GMT

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Well renegade has kept a strong public and even clanwars population over the years so i don't think their are any problems in the balance. If your going to change any gameplay features it should be completely equal, like spoonys suggestion of changing the tranny from light to heavy.

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Subject: Re: armor changing

Posted by [ErroR](#) on Mon, 28 Jul 2008 16:54:42 GMT

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NuneGa wrote on Tue, 22 July 2008 23:59sadukar09 wrote on Tue, 22 July 2008 01:50NuneGa wrote on Mon, 21 July 2008 18:04ok NOD on seige vs GDI on seige with teams of equal skill, nod wins everytime.

Seige isn't official WW map, fail.

complex = nod map

complex best for ctf and inf wars

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Subject: Re: armor changing

Posted by [Reaver11](#) on Mon, 28 Jul 2008 17:26:18 GMT

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You shouldnt change anything on units. The balance in renegade is perfect as it is. If you change it you might change the game.

So the units and weapons,buildings leave it as it is, is my opinion

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