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Subject: Unit Balance

Posted by [Deathgod](#) on Mon, 26 Apr 2004 06:53:26 GMT

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Shit, Grenadiers already HAVE a useful, damaging weapon. They fuck up vehicles and buildings hardcore, and they are FREE. They can kill a building by themselves, for god's sake.

OMFG UNBALANCEDD!!!!!!11 CAL FUKEN WASTWOD I B WANTIN MY MONEYS BAK!

And last time I checked, in EVERY C&C GAME the artillery units are lightly armored. They're not meant to be used in a firefight. This can be negated in Ren to a large extent through skillful driving and engineer support.

Are you going to take out the engineers' ability to repair vehicles and players too? That wasn't in C&C. :rolleyes:

Wait, you probably will, since all your ideas so far turn it from Renegade into ACKgade which is strikingly similar to RenAlert. If these issues are so problematic, and you fixed them all in RenAlert, then why not just play it?

I still don't get what your beef with the 1000-cred snipers is. Change their point scale so they don't get as much for shooting armor, as it's a bug, and leave the rest intact. It takes an aircraft 4-5 machine gun shots to kill a Havoc or Sakura, in the same time that the sniper can get ONE shot off. If you're getting that torn up by snipers I honestly feel it's a case of user error. I've also never had a huge problem killing them with regular soldiers, and even if you do die, they get 2 points. WOW GAMEBRAKINN FUKEN HAXX.

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