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Subject: Unit Balance

Posted by [Aircraftkiller](#) on Sun, 02 May 2004 08:00:47 GMT

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Likewise, you're guilty of the same thing.

Not one person has given a logical argument as to why "snipers" should destroy aircraft. Most everyone against the lame damage they do has provided reasons that can be backed up with more than just "I want to be able to fly," unlike what I get from people who think "sniping" aircraft is alright... "omg if i lose my n00b cannon AA ability ill quit renegade!"

What it seems like is that everyone is so used to how the n00b cannon "snipers" work that they, as a majority, don't want it changed for fear that they might not be as good anymore. Or something similar to that. God forbid that you'd have to hide and use tactics as a sniper instead of play "sniper" and flicker dance on a bridge in the open... Or get massive points versus vehicles, and destroy seven different vehicles with relative ease, while killing almost any soldier with only one or two shots.

This is why I keep saying "if Renegade shipped with a unit that won the game five seconds after being purchased, you'd probably be defending it as a strategy." Why wouldn't you? In essence, they're not much different. n00b cannons win the game for their team, all it takes is three n00b cannons to shoot enemy vehicles all game... At 10 points a shot for the Medium and Light Tank, Artillery, and MRLS... And 15-25 for the Mammoth Tank and the Stealth Tank, who needs to use tanks to attack the enemy base? You get more points shooting tanks and soldiers all game than you do actually trying to attack the enemy base.

This goes against the point of C&C mode which is to destroy the enemy base, not shoot at tanks and soldiers simply because you can get plenty of points to negate the enemy attacks on your base.

Oh, yeah, and the fact that they're nearly unstoppable to begin with. Add it up. Seven vehicles easily destroyed from 300 meters, which is maximum viewing distance. All soldiers easily destroyed from that same distance. 32 rounds, four in the clip. Five takes out an Orca or Apache. Four are in the gun. It takes less than 10 seconds to destroy an Orca with a n00b cannon if each shot hits, which they usually do.

If they have two n00b cannons, you live an average of 2-5 seconds.

Three, 2-4 seconds.

Four, you're probably falling to the ground (Wow, even more punishment for aircraft pilots! Guaranteed death each time you get shot down with no chance of escaping.) by the time you pop out of your base.

Maybe you think it's strategy to allow snipers to destroy aircraft and seven other vehicles, while garnering huge amounts of points. I don't. It goes against C&C and it goes against any fucking concept of a balanced game.

The Commando in C&C barely hurt a Buggy for fuck's sake. Why? I'm sure you'll say "but you can only get eight vehicles." Obviously, but that doesn't mean the unit balance or interactions are different in first person. Simply because you can't get more than eight vehicles doesn't mean that you have to make those vehicles more easy to destroy via a really half-assed means of balance, nor does it mean the unit balance\interactions would be any different in the game to begin with.

Eight vehicles in C&C are still powerful. Eight in C&C can still assault an enemy base if all the base is limited to are a few defenses.

If you limit everything else except soldiers, the balance is pretty much identical to C&C. Renegade is not.

If you read Pi's statement, Renegade's MP mode wasn't even made until really late in development. It got half-assed. Why should we have to put up with a half-assed game because you aren't willing to accept that some things Just Aren't Right?

BHS has already said that aircraft will have more survivability, and it's not as if we're forcing the changes into standard Renegade itself, they're only going to be in additional levels.

Besides, you can't know that it won't work if you haven't even tried it before.

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