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Subject: Unit Balance

Posted by [Javaxcx](#) on Sun, 02 May 2004 14:27:58 GMT

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AircraftkillerLikewise, 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!"

Given the nature of the game, and given the nature of the ammunition, snipers should be able to damage airborune vehicles heavily. Renegade uses the first person engine, which means that you can point your weapon anywhere and fire, and it will cause damage to whatever target it effectively hits. This being said, any unit can potentially hit an aircraft. Now, if the game says: "Havoc units and Sakura units will share an armour piercing bullet", this means: it will penetrate light armour. Since aircraft have light armour, and snipers fire an airmour piercing bullet, and the nature of the game allows for the snipers to hit aircraft, then you should have to corrdinate your strategy to take into account the fact that you are susceptible to major damage from snipers.

The only recourse I can see for this might be if Deadeye and Blackhand snipers also fire armour piercing bullets, in which case I would see it reasonable to reduce the damage of the Ramjet rifle's munition to that slightly greater than the Standard Sniper rifle instead of what appears to be double the damage.

Quote: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.

Not speaking for the majority, but I know that a good portion of the snipers in Renegade don't choose a sniper over another unit for the reason that they can take out lightly armoured vehicles easily. The good ones take Deadeye, or the Blackhand sniper instead for reasons totally unrelated.

Quote: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...

Well, I can use the same argument about aircraft: "God forbid that you'd have to think about your plan of attack while driving an Orca, or cordinate a way around known snipers on the map"

Quote: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."

I'd have to disagree with you, if that supposed super unit did exist, the game wouldn't be fun and people wouldn't play it. It's not the same way with aircraft at all for the reason that aircraft en masse will win a game faster and with more points than a group of snipers could. Hell, ONE aircraft could eradicate a base while the sniper could do nothing short of a few scratches. And don't argue that the sniper would simply shoot down the aircraft. In maps like Walls\_Flying, for

example, you figure it out.

Quote: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...

When is the last time you've seen a team full of snipers just sit there and shoot tanks for points instead of defending their base. If you can't turn the tides if that happens, then you really shouldn't be complaining about point values and damages.

However, I do agree that the points given for snipers against heavily armoured vehicles is likely a flaw in the system, and I fully agree that the point values and cash income off this should be changed.

Quote: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.

I'm going to repeat myself: If you're going to fly an Orca into a base full of Boss Class snipers, you're to blame, not the sniper.

You're also forgetting that Orcas and Apache's aren't without their advantages either: they can fly faster, maneuver around objects and land to repair, can EASILY avoid being anally raped by snipers if they use the terrain to their advantage. You shouldn't be trying to nerf some damage on account of a few people who can't figure out that when they're being shot at, they might want to get out of the way and take cover. And that is easy! Because you can see the tracer from the Ramjet and see EXACTLY where it's coming from.

Quote: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.

That is the risk that all pilots take when they fly out of their base. It doesn't need to be 4 Ramjet rifles, it can easily be 4 railguns, or a barrage of Gunners.

Quote: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.

Yes, and no. Snipers should be allowed to maintain their damages, but shouldn't be allowed to rack up points and cash by shooting heavily armoured vehicles. Yes, it does go against C&C by having snipers able to shoot down airborne units, but so does having airborne units shot down by any other infantry unit, short of rocketeers.

Quote: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."

Nope, I'd say that is merely an issue about Renegade that does not mirror C&C. Just like engineers repairing infantry and vehicles, or the Obelisk shooting down Orcas.

Quote: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?

"Just aren't right" is awfully subjective. I think that snipers are fine on their own as it stands and I've justified myself.

Quote: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.

Weren't those additional levels supposed to be "fixed" versions of the originals? I hope in that case, that BHS would release "untouched" versions of those fixed levels, because I'm sure the levels themselves will turn out great, not the munition changes.

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