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Subject: Unit Balance

Posted by [PointlessAmbler](#) on Sun, 09 May 2004 15:03:39 GMT

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DeathgodYou might lose to a Stank if you suck, yes. I don't know where you get the idea that they're support vehicles, either... I guess that makes the medium tank a support unit since GDI gets the mammoth. Light Tanks cost only 40% of what a Mammoth costs, but I can take out a Mammy with one. Does that mean they need to be nerfed?

Ok, fine, I guess so. STanks only have 200/200 anyway, so if you get killed, it's your own damn fault. I can agree with that.

Deathgod

Try half as much. It takes a havoc/sakura 5 shots to kill an Apache/Orca, and Deadeye/BH Sniper 10 shots.

Fine, but they're much harder to find because their shots are invisible.

DeathgodThere are only so many places to hide on each map... not to mention that characters ducking in and out of places on the map are easy to spot because of their movement.

It doesn't even matter if they hide, because they can shoot you down from the maximum view distance. Infantry are pretty damn hard to see from 300 meters away, especially when they're not moving or better, hiding. Their bullets don't give you hints as to where they are.

Ramjets do let you know where the shot is coming from, but since they kill you in five shots and Ramjets have a four round clip, it's basically impossible to close the distance and kill them in time even if you know exactly where they are.

DeathgodThey have a role, but if you fly into an area full of snipers expect to die, just like any other unit rushing into an area full of counterunits. If I drive my Medium Tank into an area with 3 or 4 Raveshaws, I expect to die. This is what some people call common sense.

My point is, Snipers are supposed to be counterunits to infantry, not light vehicles. Where in any game, C&C included, has a sniper rifle been effective against even the lightest vehicle armor? Commandos in C&C have a hell of a time killing a goddamn Nod Buggy, and this game is supposed to be based on C&C. I'm not saying there shouldn't be air counters, that's retarded, there needs to be a counterunit to everything. I'm just saying that picking Snipers to be counterunits to aircraft was a poor design choice. I'm also saying that units should at least stand some sort of chance against counterunits, because if they don't, the unit is worthless. As you used in your example, a Medium Tank (800) can actually defend itself against one Raveshaw (1000). Agreed, two or three can rip it to pieces. With aircraft, however, it only takes one Sniper (500, 55% the cost of attack aircraft) or n00bjetter (only slightly more expensive than the aircraft) to kill the damn thing with the same speed that it would take two Raveshaws (which cost 2000, 2.5 times the cost of the Medium Tank), especially when it's a unit that is supposed to be attacking infantry.

DeathgodThey can't even hold an area now, they're a lightly-armored support unit. Even their

rockets don't do a huge amount of damage.

Yeah, they can't hold an area now because they get shot down from 300 meters away by some idiot with a sniper rifle.

DeathgodAs it stands now an Orca can kill numerous LTs, this is a big downgrade.

Except it never gets the chance to because he gets shot down long before he approaches a target worth attacking. I'm saying that Helipads would be a better way of limiting aircraft than making them completely die against any sort of counterattack.

DeathgodSee above. If you're going to make helis require ammo, all vehicles should also. It would be horribly stupid within the confines of the Renegade engine to have one vehicle for each team with such a handicap... I can't see them being too useful if they need to be flying back to base after firing at one target.

I don't see how it's a handicap... helis are support units by nature. If you use them at the right time (ie. when you're doing an assault on the enemy base, and soften up enemy armor a bit), they can be quite useful. Why not implement them the way that C&C did it, instead of making them die the second they leave their base?

DeathgodSo since someone has been around longer their opinion is automatically more correct than someone else's? Wrong. I personally think that they are both idiots, and so are you. Since I have been here since the old-school Ren forums does that make me right? No. Number of posts or length of forum tenure doesn't mean fuck.

Meh, it's not his opinion that I'm talking about when I say that, it's that he has pulled out all the cliches: calling him a n00b for disagreeing, saying it's a horrible idea without any support behind his argument, and the "I'm right, you're not, that means USUX" attitude, not to mention poor grammar and spelling :rolleyes: Therefore, it's a bit hypocritical for him to call someone else a n00b when he himself is unable to provide a well-thought-out counterargument and misspells words in his post.

I don't think you're a moron just because we happen to disagree: you're actually capable of coming up with a coherent counterargument, a rare ability on the endless void of stupidity known as the Internet.

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