
Subject: Re: Renegade balance, i would like to know how do you see it.

Posted by [liquidv2](#) on Tue, 25 May 2010 03:47:57 GMT

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it took 3 flame tanks in cnc 1 to drop a mammoth (at close range)
it takes 1 in renegade

rocket soldiers are absolute shit

refill should have a timer because having none whatsoever allows for c4 spam and absurd refilling
(making players nearly invincible except against a 1-hit kills weapon)

mammoths are very slow, but if they got any faster it might make them too good

renegade balances better when used with the pointmod (because the original points system is
flawed and will be exploited, oftentimes changing the outcome of how they should end)

the coolest thing about this game is it's a first person shooter but doesn't act like one; everything
in it is in terms of the rts game (one shot to the head with a rifle doesn't kill a guy, unlike
Counterstrike or other fps games)
sure it's unrealistic but that's what makes it fucking awesome
