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Subject: What will happen IF...

Posted by [Starbuzzz](#) on Thu, 15 Oct 2009 00:26:22 GMT

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How will it affect games if the powersuit Sydney PIC and the mutant Rave are given the ability to walk unharmed on Tiberium.

I am just a bit curious on what you all think and your thoughts. Just something that came in my mind.

#### File Attachments

1) [PICMutant.png](#), downloaded 1410 times



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Subject: Re: What will happen IF...

Posted by [GEORGE ZIMMER](#) on Thu, 15 Oct 2009 04:09:17 GMT

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pawkyfox wrote on Wed, 14 October 2009 19:26

How will it affect games if the powersuit Sydney PIC and the mutant Rave are given the ability to walk unharmed on Tiberium.

I am just a bit curious on what you all think and your thoughts. Just something that came in my mind.

I always wondered why they didn't when I first started playing Renegade. They actually had a lot of ideas for ren that would make each class vastly different, but didn't have the time.

Personally, I think that'd be great, and would probably make them a little more useful than they are now. As it stands, most people would just rather be a Havoc/Sakura to take out arts/MRLS's, or just a tank to take out other tanks. If they would be able to walk on tiberium, they'd be a little more flexible in field battles.

Sadly it'd never happen because the Renegade community (read: the vast minority of it) would complain endlessly about how it'd destroy the balance and blahblahblah.

However, it gives me an idea for a mod I'd been working on and off of.

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**Subject: Re: What will happen IF...**

Posted by [Lone0001](#) on Thu, 15 Oct 2009 04:54:20 GMT

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This has been done on one server(which is now gone), while no one complained about it no one seemed to comment on it either.

I'd say just go for it, if one of Raveshaw's costumes can walk through Tiberium and one of Sydney's costumes can walk through Tiberium. Where is the balance destroyed?

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**Subject: Re: What will happen IF...**

Posted by [Goztow](#) on Thu, 15 Oct 2009 06:30:51 GMT

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PIC's and raves are already very useful, but then mostly while they're in their own base because they can refill (to survive splash). I don't think this would make a huge difference in gameplay, especially not in competitive gameplay as they're not used too often in it. On maps like Complex or Volcano they could have their use.

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**Subject: Re: What will happen IF...**

Posted by [Nukelt15](#) on Thu, 15 Oct 2009 07:32:55 GMT

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There wouldn't just be bitching about balance, there'd be bitching about alternate-costume Mobius not having the same buff. Then it'd degenerate into "why doesn't my favorite character have a tiberium immunity costume." There should be more than one such character in the game. It should not be a 1000-credit character, or if it is then it should have some greater shortcoming than "my gun doesn't have a scope on it."

Yes, Ramjets see more use than PIC/Ramjet, but both weapons have their strengths (at least if certain community patches are applied first to fix the Ramjet's Vanilla Ren delusions of being Mjolnir). The Ramjet is stronger against infantry because of its range and its scope. The PIC/Railgun weapons are stronger against heavy armor, which the Ramjet can't do any real damage at all to (whereas the PIC/Railgun are still handy against infantry that come too close for

comfort). Both are effective against light armor, the Ramjet slightly moreso because of its range advantage.

I can't see exactly how adding Tiberium immunity would help with that- Tiberium fields are wide open, and you kick up a very obvious cloud of green dust when you run through it. This is exactly the opposite of how to stay alive as infantry; if you're out in the open then an MRRLS/Art will just nail your little bunny-hopping behind with splash damage. You can take a bit more damage with a 1k-character's health and armor, but think of all the snipers that will take notice of your antics and immediately start crying tears of joy thinking their birthday came early this year. Generally, wide open spaces don't work for anyone but the SBH, and even if he had immunity he'd be pretty noticeable running through the green stuff. This one comes down to cosmetics- the characters look like they should be immune. That doesn't mean that making them immune would bring about a positive change in gameplay.

It's just not that big of an advantage for a class that has no trouble shooting clear across all but the biggest maps (or at least as far across them as can be seen from any given place on the ground). Complex and Mesa are the only two maps that come to mind where it would really be a useful addition to the class... but this is why there are so many different classes and vehicles in the game. A tool for every situation.

Now an Engineer class with a Tiberium immunity would be genuinely helpful, if properly balanced (perhaps as a support-only class with less C4)- tanks drive through the stuff all the time but have to do without repair support as they do so. Or, if you're dead set on buffing PIC/Railgun, try a slight damage buff against heavy armor (and only heavy armor; light-armored vehicles are weak enough) to give an incentive for people to use it over the cheaper Gunner/LCG.

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**Subject:** Re: What will happen IF...

**Posted by** [ErroR](#) **on** Thu, 15 Oct 2009 12:47:00 GMT

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there is a mobius shield armor/skin type, which is the power suit mobius. I think it was supposed to have something like that. And ballance, meh if both have it it's ok. Or atleast gdi, because nod has the chem

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**Subject:** Re: What will happen IF...

**Posted by** [GEORGE ZIMMER](#) **on** Fri, 16 Oct 2009 05:16:08 GMT

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I think a better way to solve the issue of "omgz but mobius suit dont get it!1" would be to make him not able to change to the suit, nor Sydney nor Rav (he'd have to be mutant mode). Of course, then people would bitch about wanting to be their favorite unit, etc...

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**Subject:** Re: What will happen IF...

Posted by [Lone0001](#) on Fri, 16 Oct 2009 10:51:39 GMT

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GEORGE ZIMMER wrote on Fri, 16 October 2009 01:16I think a better way to solve the issue of "omgz but mobius suit dont get it!1" would be to make him not able to change to the suit, nor Sydney nor Rav (he'd have to be mutant mode). Of course, then people would bitch about wanting to be their favorite unit, etc...

I agree that people would complain about wanting their favourite character because I'd want the no suit version of PIC Sydney

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Subject: Re: What will happen IF...

Posted by [ErroR](#) on Fri, 16 Oct 2009 12:16:48 GMT

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i think it would be ok if:

Give psuit syd ability to walk threw tib BUT decrease running speed and maybe add some more armor. But it might get quite overpowered

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Subject: Re: What will happen IF...

Posted by [LeeumDee](#) on Fri, 16 Oct 2009 21:18:05 GMT

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They'd have to be a distinct difference between the normal suit and the powersuit though. Actually, does the power suit have a bigger hitbox? Something I've always wondered.

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Subject: Re: What will happen IF...

Posted by [Starbuzzz](#) on Sat, 17 Oct 2009 02:45:12 GMT

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Aw damn overlooked the Mobius suit! Meh I guess it will be cool in Hourglass with hillcamping allowed. So the Ravve and PIC can go on the Tib as well to attack hillcamping vehicles.

I wish I could track down these ppl that worked on Ren, pay em lots of money so they can tell what they had really planned for Ren. Most have disappeared/work for Petroglyph or under contract to stfu.

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Subject: Re: What will happen IF...

Posted by [GEORGE ZIMMER](#) on Sat, 17 Oct 2009 09:39:48 GMT

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pawkyfox wrote on Fri, 16 October 2009 21:45Aw damn overlooked the Mobius suit! Meh I guess

it will be cool in Hourglass with hillcamping allowed. So the Ravve and PIC can go on the Tib as well to attack hillcamping vehicles.

I wish I could track down these ppl that worked on Ren, pay em lots of money so they can tell what they had really planned for Ren. Most have disappeared/work for Petroglyph or under contract to stfu.

Most of it you can usually see what they wanted via sheer speculation.

IE: mutant teams, upgraded weapons (atleast for explosives), Patch would have used grenade launcher, there wouldn't have been a shotgun trooper (the first person version isn't even the same as the third person version...), etc.

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Subject: Re: What will happen IF...

Posted by [Starbuzzz](#) on Sun, 18 Oct 2009 05:55:18 GMT

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The third person shotgun looks the same but with the stock folded. In first person, the stock is unfolded.

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Subject: Re: What will happen IF...

Posted by [GEORGE ZIMMER](#) on Sun, 18 Oct 2009 08:35:04 GMT

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pawkyfox wrote on Sun, 18 October 2009 00:55The third person shotgun looks the same but with the stock folded. In first person, the stock is unfolded.

They're also different colors, and the barrels are totally different...

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Subject: Re: What will happen IF...

Posted by [CarrierII](#) on Sun, 18 Oct 2009 20:31:32 GMT

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GEORGE ZIMMER wrote on Sun, 18 October 2009 09:35pawkyfox wrote on Sun, 18 October 2009 00:55The third person shotgun looks the same but with the stock folded. In first person, the stock is unfolded.

They're also different colors, and the barrels are totally different...

I'm going blind! I've never noticed this!

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Subject: Re: What will happen IF...

Posted by [GEORGE ZIMMER](#) on Mon, 19 Oct 2009 00:00:00 GMT

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CarrierII wrote on Sun, 18 October 2009 15:31  
GEORGE ZIMMER wrote on Sun, 18 October 2009 09:35  
pawkyfox wrote on Sun, 18 October 2009 00:55  
The third person shotgun looks the same but with the stock folded. In first person, the stock is unfolded.  
They're also different colors, and the barrels are totally different...

I'm going blind! I've never noticed this!  
I never noticed it until during RP2's tests, Canadacdn made the third person shotgun the same as the first person.

Shortly after, he changed the model altogether, making that work entirely pointless.

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**Subject: Re: What will happen IF...**

Posted by [Jamie or NuneGa](#) on Mon, 19 Oct 2009 01:31:01 GMT

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tbh in my opinion the fact that raveshaw(suit 2) is affected by tiberium has always been a bit of a bug, in single player tiberium heals him and with the attire of tiberium elements to his appearance it makes sense that he could heal in tiberium or at least not be affected by it.

Imo it wouldn't effect balance much at all in cws as he would still be easy to take out with a apc and hes never been easy to take out with a tank when he had good distance.

My opinion on public servers is balance does not matter at all as random retards constantly unbalance it anyway.

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**Subject: Re: What will happen IF...**

Posted by [GEORGE ZIMMER](#) on Mon, 19 Oct 2009 10:19:02 GMT

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Nune wrote on Sun, 18 October 2009 20:31  
tbh in my opinion the fact that raveshaw(suit 2) is affected by tiberium has always been a bit of a bug, in single player tiberium heals him and with the attire of tiberium elements to his appearance it makes sense that he could heal in tiberium or at least not be affected by it.

Imo it wouldn't effect balance much at all in cws as he would still be easy to take out with a apc and hes never been easy to take out with a tank when he had good distance.

My opinion on public servers is balance does not matter at all as random retards constantly unbalance it anyway.

You've clearly not played the Reborn infantry beta.

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**Subject: Re: What will happen IF...**

Posted by [kannies](#) on Sun, 25 Oct 2009 21:15:03 GMT

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Without giving a dam about politics and balance, i think it would be pretty cool to have powersuite Mobius and Sydney walk in tiberium.

Yeah its probably not that big a deal and whether its useful or not is another argument, at least people playing for fun can enjoy the novelty of being able to do it.

An idea would be to charge 1200 for powersuits chars and the regular 1000 for lab coat Mobius and 'curvy' Sydney ie; costing an extra 200 to be able to walk in tiberium.

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Subject: Re: What will happen IF...

Posted by [blitzkey](#) on Mon, 26 Oct 2009 05:20:25 GMT

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stfu dont change it, it would throw off the rene time space continuum

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