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Subject: Fix the damn gun

Posted by [Aircraftkiller](#) on Sat, 04 Dec 2004 07:25:09 GMT

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Hulkcore you don't know shit. You're the same kind of person who thinks the AWP in CS is balanced.

Ramjets can kill you from anywhere you can be seen. They reach the maximum view distance and easily tear apart light vehicles, infantry, and even damage structures with their charge of C4 explosives.

In C&C, which this obviously is not anymore, commando units such as the "ramjet snipers" in Renegade could barely damage vehicles. They killed infantry and that was their entire purpose, along with structure demolition.

Command & Conquer was balanced. Renegade is not. One unit should not be so multipurpose as to totally negate the need for several units.

You would say it's balanced to have a button that only Havoc\Sakura can press that instantly kills the enemy team, if it were placed inside the Barracks\Hand of Nod. You would argue that you'd need more skill in order to get to their base and prevent them from pressing the button that effectively kills your entire team over and over until they decide to stop doing it.

It doesn't take skill. Neither does using a n00b cannon Havoc\Sakura. I went into Renegade with it the past two days and easily destroyed everything without a problem, and got over 170 kills on a particular server over the course of five or six games before being banned for "known cheater," even though RenGuard was running.

n00b cannons are not balanced. Renegade is not balanced. It may be whining, but that's irrelevant, I'd rather whine than have idiots like you dictate how the game is played when you know nothing about what makes a game Command & Conquer.

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