
Subject: Fix the damn gun

Posted by [m1a1_abrams](#) on Sun, 05 Dec 2004 21:58:12 GMT

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You make some good points. Personally I would like to have seen Renegade be as close to the original C&C as possible, but not everyone feels that way and I could still be happy with Renegade + all the things that weren't in Tiberian Dawn... if I felt that the gameplay was balanced.

You talked about how it takes skill to deal with snipers and I'd agree with that, particularly in the case of flying an Orca or Apache. The problem is that it doesn't take much skill to shoot a large target with an instant-hit weapon (that just happens to do a ridiculous amount of damage per shot to light armour), from halfway across the map. From my experience, a handful of Ramjet snipers can deal with twice their number in aircraft quite easily. The only time that aircraft become a threat to snipers is at medium-close range... and by the time that you've reached medium range the sniper has taken away nearly all of your health. You have to be a pretty good player to use aircraft effectively against an enemy team using Ramjets, but even a mediocre player can keep aircraft at bay with his 1000 point sniper. Snipers are overpowered against aircraft, plain and simple.

Of course, once the Hand or Barracks is down the situation is turned on it's head and it's the aircraft that become overpowered (it's almost impossible to down a good pilot without snipers). I can't see how anyone can look at this and think to themselves that Renegade's gameplay is perfectly balanced and that people who complain about snipers (or aircraft, for that matter), are just not very good at the game.
