
Subject: Aircraftkiller

Posted by [Blazer](#) on Tue, 28 Dec 2004 19:18:19 GMT

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CP1 has Aircraftkillers maps because they are some of the higher quality ones. Even people who dislike his personality have a hard time disputing the fact that his maps are some of the best, whether the framework of them was created by Westwood or not.

There was plans for Aircraftkiller to officially join Blackhand Studios, where he would not only help us out with things in his area of expertise (map making/level edit stuff), but also BHS would create "balanced" maps (note MAPS not CP's or changing the game engine for all maps/games), that would have the sort of things Aircraftkiller (and many other people), think would balance the game out more. These balanced maps would include such changes as:

1. Drastically decreased damage (and points) for RamJet versus med/heavy armor.
2. Slightly decreased damage for RamJet versus light armor.
3. Drastically decreased damage for normal (500 cred) sniper rifle versus *any* armor.
4. Homing rockets (rocket launcher, stealth tanks, mrls), to counter air attacks (since RamJet would no longer own apaches and orcas)
5. Apache&Orca requiring refilling their ammo via helipad instead of having unlimited supply
6. Fixing the "flickering" that happens when a distant sniper is scoped and moving.

This is not all of the changes that were discussed, but probably the major ones. Some people are violently opposed to these changes, some people want them badly.

As I said it was planned to make balanced versions of maps (for example C&C_BHS_Field.mix) that had changes as I described, this way the changes would not be forced upon anyone - server owners could decide for themselves if they wanted to run them, and players could decide if they wanted to play them or not. Probably what would have been done is BHS would run a server with the maps as a trial to let people try them out and see if they like them.

Anyhow, at some point, Aircraftkiller decided that he "hates" Renegade, and stated that he would no longer help, do, release, or work on anything for it. He is now anti-renegade and bashes it every chance he gets, going so far as to call me stupid for even playing it.

So, unless Aircraftkiller changes his mind, I doubt the special balanced maps will ever be made. I am under the impression that the only way Aircraftkiller would rejoin the Renegade community, is if his balance changes were implemented globally and forced onto everyone, but that's not going to happen for obvious reasons.
