
Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [w0dka](#) on Mon, 31 Dec 2007 15:23:05 GMT

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Another Idea to make Flameinf more usefull...

no reloading... just let them spit out all 500 shots.

oh... and maker them more durable against AE effects from tankshells... even more than now.
they need to be close to kill something...so let them get close. or make them faster/healthier

and the rocketguy:

dps should be the same or gunnerrushs/rocketrushs got unstoppable.

So one magazin get 6 rockets now. why just say one rocket, then reload, but this rocket got the punch of all the whole six? or 2 rockets in a mag and damage of a rocket trippled?
