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Subject: Re: Renegade X Colossal July Update!

Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 17 Jul 2008 17:20:33 GMT

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bisen11 wrote on Thu, 17 July 2008 12:19Are you guys gonna do any changes like making the Rocket launcher more useful by maybe being able to lock onto aircraft and such? And maybe giving the ramjet a smaller clip?

The standard rocket launcher that the GDI and Nod Rocket Officers carry (225 credits) will have a lock on vehicles, aircraft, and infantry if your reticle is aimed tightly on the target for 3 seconds. So there's strategy involved, either shoot rockets at a normal pace, or wait a couple seconds to get a good hit on a steady target. This will make the rocket officers usable, as they were pretty useless in C&C Renegade.

As for the Ramjet, we've been trying to find a way to satisfy both the people who think the Ramjet should stay the same, and the people who say it's overpowered. So the solution we brought forth is, it will keep its 4 bullets per clip, and will have the same damage in Renegade, but the reload time will be a bit longer (2 seconds to be exact).

This way it's still affective and indifferent against infantry, but it won't kill Orcas or Arties as fast.

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