
Subject: Re: Renegade X Colossal July Update!
Posted by [Starbuzz](#) on Fri, 18 Jul 2008 02:23:32 GMT
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[NEFobby[GEN] wrote on Thu, 17 July 2008 20:12]Changes? The only change is the reload time, which is a grand total of two seconds longer (Renegade's was 3, ours is 5). That's to compensate for the fact that 6 ramjet bullets can kill an Orca - so instead of killing one in 9 seconds, you'll kill it in 11.

[NEFobby[GEN] wrote on Thu, 17 July 2008 20:12]It gives Orca and Apache pilots an extra couple seconds to get away,.

N00b pilots don't deserve their vehicles and deserve to be shot down and do something more useful to their team.

[NEFobby[GEN] wrote on Thu, 17 July 2008 20:12]because right now, one single ramjet (with no help from his team) can kill an Orca on Walls Flying before it can even travel from the base to the cliff.

If an Orca/Apache can't handle 1 single Ramjet, then the player does not deserve that vehicle. It is FAR too easier to get out of your base on Walls_Flying in a Apache/Orca if enemy ramjets have the mesa. You just fly low and creep out thru the sides. I killed 3 Havocs on the mesa once this way.

The way Walls_Flying is set up in W3D Renegade now, it brings out only the best pilots. Also, City_Flying has TOO MANY places to duck from enemy ramjets and even a slight disadvantage leveraged on the Ramjet will lead to imbalance.

Also, the reload times (no matter how small) will be a big advantage to seasoned pilots when it is Orca/Apache VS Havoc/Sakura...this is when quick aiming skill matters. The Ramjet shots are slow compared to the Pierce and to further downgrade the reload times is doing inexperienced n00bs a favor.

There is really NO excuse for a Apache/Orca pilot to take out a Ramjet. It is too easy...if the Ramjet is on the bridge, you go under it and pop out and gun him down. Sure, multiple Ramjets are always a challenge but it will be difficult to accept any downgrading the Ramjet.

All I am saying is to set a standard or draw a line when it comes to balance (as similar to W3D Ren as possible). Those who can play and play well will eventually reach the line. Those who can't reach the line should not be in the receiving end of favors...favors that may not bode well for a remake of arguably the best game ever made.

EDIT:

Of course u can always argue that Ren X is a brand new clean slat and blah blah so it needs a new balance. But this may turn off those who are looking for a complete remake. And also, who knows...maybe UT3 physics will bode well with the changes.
