
Subject: Re: Renegade X Colossal July Update!
Posted by [Aircraftkiller](#) on Fri, 18 Jul 2008 05:25:27 GMT
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Right, so it just takes two seconds longer to destroy an expensive aircraft. So all you really need to do is hide next to a corner, pop out for a moment, and fire your n00b cannon until you have to reload the mag. Then you wait two extra seconds and do it again. All it does is make sure that aircraft can't participate in the battlefield at all, so why even bother including them if they become worthless?

All you have to do is make rocket soldiers fire homing missiles for everything. It worked in C&C95. Add SAM Sites for Nod bases. Do something except put in a half-ass gameplay mechanic. The only reason rocket soldiers didn't do more damage and have locking was due to time constraints, not because WS' collective imagination was stuck at "hurr, ramjets are the only solution"
