
Subject: Re: Renegade X Colossal July Update!
Posted by [Canadacdn](#) on Fri, 18 Jul 2008 06:16:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Fri, 18 July 2008 00:35 There's no other vehicle in the game besides hum-vees, buggies, and artillery that are destroyed so ridiculously easily. Those slightly make sense, but a \$900 aircraft? A team shouldn't have to destroy a building in order to field a unit for more than two seconds against ONE person. That's called bad gameplay.

It's more than one person, if your team has no defence against aircraft, you are all going to get seriously raped by machineguns and missiles. Tanks are too slow to do any decent amount of damage to an aircraft, and most other vehicles won't get the job done quick enough before they are destroyed.
