
Subject: Re: Renegade X Colossal July Update!
Posted by [Aircraftkiller](#) on Fri, 18 Jul 2008 06:42:53 GMT
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My point was that an Orca is destroyed by a ramjet. Given equal ground, the ramjet will win every time unless there's a freak accident. You should be able to field aircraft for more than a few seconds, as it stands right now you can't do that because there's at least one ramjet on the field. The moment you fly out, your big lights give you away and you're instantly shot at. It takes five shots, they all hit instantaneously, and the ramjet has to reload only once to destroy you. That isn't balance, and the Orca's machine gun barely makes up for the ramjet's immense advantage.

So prudence would dictate removing the machine gun from the Orca and removing the missiles from the Apache. C&C95's balance was spot on, Renegade's is far from it. Here's the solution:

- Remove Orca's MG
- Remove Apache's missiles
- Remove sniper damage to vehicles
- Improve rocket soldiers so they lock on everything they fire at (soldiers getting little damage from anything but a direct hit)
- Add SAM Sites

Problem solved.
