
Subject: Re: Renegade X Colossal July Update!
Posted by [R315r4z0r](#) on Fri, 18 Jul 2008 18:56:03 GMT
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Well, ramjets do destroy aircraft rather quickly in Renegade currently... but really almost 70% of the time I'm flying an Aircraft being shot at by ramjets I either barely make it out of the line of fire with low health or I get blown up just a few seconds before I can get into cover. An extra 2 seconds could mean all the world for this.

Not to mention it is a viable tactic to force your opponents to use ramjets when you are aircraft spamming. Then when they all have ramjets, you rank rush them out of nowhere.

They may do ridiculous amounts of damage, but they are the only thing that does.

And also there is one other thing to take into consideration. This isn't the W3D engine we are talking about. Aircraft may handle differently in this new engine. Not differently in terms of controls and functionality, but in terms of overall movement and evasive action. It won't be as precise predictable as they were in Renegade. I can see helicopters being able to sway in various directions in order to evade enemy fire. New engine means new physics.
