
Subject: Re: Renegade X Colossal July Update!
Posted by [Starbuzz](#) on Sat, 19 Jul 2008 03:07:30 GMT
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Aircraftkiller wrote on Fri, 18 July 2008 21:55 Or the solution is to implement C&C95 gameplay instead of Renegade's broken excuse for gameplay. SAM Sites would work wonders in Nod bases. Rocket soldiers would be an inexpensive deterrent to aircraft while also being good against vehicles in general. Snipers would be, gasp, snipers... they'd have to, you know, shoot at soldiers.

I'm really waiting on someone to explain why C&C95's aircraft dynamics are impossible to implement. Reloading aircraft, the ability to field a unit for more than a few moments, imagine it before you think ramjets are the only solution.

This needs a whole game of it's own.
