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Subject: Re: Renegade balance, i would like to know how do you see it.

Posted by [Ethenal](#) on Wed, 02 Jun 2010 20:28:57 GMT

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FACEBUTT wrote on Wed, 02 June 2010 14:36GEORGE ZIMMER wrote on Tue, 01 June 2010 16:41FACEBUTT wrote on Tue, 01 June 2010 15:25Renegade maps are also terrible in some ways, it should be more open instead of one way through. The only bad maps are Mesa and Hourglass. Which are fixed in Mesa2 and Hourglass2. And will be fixed in TT altogether. Also, pointsfix.

FACEBUTT wrote on Tue, 01 June 2010 15:25When you are fighting something with mammoth you can also be surprised by sneaky flamer. Of course, but then, that can happen in any vehicular battle. It doesn't mean the mammoth sucks. Plus, that scenario is pretty rare. Mammoths aren't meant to just blindly run into the field alone. Anyone that does that with a mammoth deserves to die to a flamer.

FACEBUTT wrote on Tue, 01 June 2010 15:25Also i would like to add that anti air weapons are broken.

...wat

Ramjets RAPE aircraft, a decent LCG user can fuck up aircraft, Railguns/PIC's fuck 'em up too. A decent tank user can also hit air units even.

I don't really see how they're broken... I mean yeah, rockets aren't anti-air, but blame the Renegade devs for making rockets shitty altogether. They sorta rushed the whole aircraft patch thing though, so you can't blame them too much.

Thats what i mean measa and hourglass.

Ramjet are too noob friendly against aircrafts, i do understand devs.

If you don't like ramjets, then use PICs/Railguns. They absolutely fuck the hell out of aircraft, and since they deal a lot more damage per shot, you can easily pick off aircraft that are expecting ramjets to whittle them down instead of a PIC to take a huge chunk out of their health... a great tactic is to simply wait for the orcas/apaches that are chasing a vehicle down thinking they'll kill them as they run back to base, then knock them out of the sky.

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