
Subject: Re: Map rating

Posted by [liquidv2](#) on Sat, 22 Oct 2011 02:05:36 GMT

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they did what they could to make it like a fps, which is why infantry have ammo and whatnot

i think it sucks that humvees and buggies can still get slaughtered from a mile away by a clip or two of ramjet / sniper fire
in c&c 1 the commando did slight damage to light armored vehicles, but not anything like it did or does in renegade

basically i think it's good that aircraft are safe from snipers, but that it's terrible that the light vehicles still fall victim to their unexplained wrath

and to the people that feel havocs/saks are no longer useful, maybe you're just too used to them being too useful
they're meant to kill other infantry, and if that's what they have to focus on from now on (in ACKworld at least) then it gives the other 1000 characters more of a practical use or importance
