Subject: Game improvement: Enable rocketeers' missiles to home in?
Posted by Deafwasp on Mon, 26 Apr 2004 12:17:39 GMT
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Do you guys realize how much a rifle can damage a lightly armoured vehicle? If you hit it in the right place you can disable a aircraft, its just that they move so fast that a human could not get such a good shot. I dont think the problem is with the damage of the bullet, but with the fact that Renegade has no realistic physics, if we could make weapons more realistic, it would improve a lot of things, but thats not easy, so instead of making the weapons realistic, you just can adjust the damage of them, so with all things concidered, lowering the damage amount on vehicles for sniper rifles is the best option, besides... sniper rifles aren't made to fight vehicles.