
Subject: Reloading of Flying vehicles.

Posted by [Phoenix - Aeon](#) on Tue, 04 May 2004 03:48:07 GMT

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No. No. No. No. NOOOOO!!!

Simple fact, just because a piece of hardware is this way in real life does not mean it has to be that way in game. If it was then AK's "buy it, fire once, game over" weapon would be the MRLS. Incase you didn't know the MRLS is a british artillery system capable of devastating a 1*1km square of land using a system of 16 missiles launched simultaneously across the landscap. Hey won't that be fun kids? Whilst we're at it we can limit the mammoth to one round because guess what? Twin barrels would rip the turret off. Oh, and btw GDI, you know the U.N made that lon cannon of yours illeagel, guess that's out of the picture. The black hand had better not shoot anything red or those lasers will just bounce right back, nit that it makes a difference anyway; red light's at too low a frequency to do damage. Come back when you learn how to use microwaves boys. Finally, news just in for Nod artillery gunners, your cannon has a range of 27 km, but tough shit GDI will still rip you to pieces, MRLS has got 32km.

Now perhaps all of that crap I wrote above hasn't got the point across (it probably hasn't: I rely more on tone of voice than actual words) so I'll say things plainly, if Renegade was realistic it wouldn't be fun, or have half the shit in it that it does. Also, AK's right, the game should be based on C&C, anyone who can't understand that an FPS version of C&C should be like C&C is... well, you can think up of an insult, mainly because I can't be arsed starting a flame-war (though I suppose it may be too late now).

BTW, you'll have to excuse me if I seem a little off, ot's 4:48 in the morning here in England.
