
Subject: Unit Balance

Posted by [Javaxcx](#) on Sun, 16 May 2004 20:42:44 GMT

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KaiserPandaPeople in the community would like an alternative to playing with the squirley standard Renegade "snipers." Since these alternate rules will most likely be a server option, you will still have the easy choice of playing standard Renegade.

Who exactly are these 'people' you're generalizing? I don't want alternatives that don't need to be implimented and I'm in the community.

I see people who like to use aircraft whenever given the oppourunity seeing this "fixing" of the game as a chance to say "FINILY!!! I CAN NOW PWN LOTZ CUZ NO MOR CNIPRS GONA FUK WIT ME!"

Now, again (AGAIN, mind you): The two maps, CNC_Walls_Flying, and CNC_City_Flying are the two maps that were released with the flying patch. These two levels were REDESIGNED to compliment aircraft, and as such, the issue between snipers and aircraft is now a matter of strategy. We've (the people in this thread) agreed that aircraft have light armour, and you've done a pretty good job admitting that the Ramjet would trash "soft-skinned" (which I assume is light armour) vehicles. There should be no problem, but there is, for what I see are the following arguments:

-- GR, I h8 DYIN IN MY AIRCRFT 2 SNIPRS BECUZ THEY FUKIN HERT ME ALOT
-- Snipers couldn't hit aircraft in C&C.

Well, since I've already readdressed the first one, I'll address the second one.

Thats right, snipers couldn't hit airbourne vehicles in C&C. But then again, engineers didn't have repair guns, or pistols, technicians didn't have ANYTHING short of a pathetic little pellet pistol, the Obelisk couldn't hit Orcas, Grenade launchers didn't exist -- I could go on. If you're going to base of changes off that point, then you better be ready to start taking out other issues of Renegade that weren't in C&C, no matter how unbalanced and outrageous they look.
