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Subject: Snipers with Ramjet vs Air units.

Posted by [Aircraftkiller](#) on Wed, 19 May 2004 15:19:17 GMT

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City Flying Exp was made quite a long time ago and was merely an experiment conducted by me with very little time on my hands. It's not an easy thing to balance units out. See why it wasn't added into Renegade, because of time constraints?

Try playing on the HT server which forbids n00b cannons through scripting. I play there most of the time now and the balance is superb without them. Aircraft are useful, yet they don't own everything since Raveshaws and PIC Sydneys are the perfect counter units to them.

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