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Subject: Snipers with Ramjet vs Air units.

Posted by [flyingfox](#) on Tue, 15 Jun 2004 19:44:54 GMT

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I agree about the positive gameplay differences it "could" make. But remember, it might end up being worsely balanced than it is. I definetly agree that these changes need to be given a go though -- why not? It could be like a whole new Renegade where every unit can be used effectively (including rocket soldiers). But that's what I'm also afraid of.. supposing one unit became too powerful, even though you think there are effective counters to everything. For example, the mammoth tank. I don't think it should be changed at all unless unbalance issues arise concerning them and the other unit changes.

I'm wondering how the refueling of orcas/apaches will work. When they run out of ammunition, do they have a long recharge time to force people to go back to helipads which are programmed to refuel the vehicle instantly, while giving them 10 health back a second? That sounds pretty fun.

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