Subject: Fix the damn gun
Posted by NukeIt15 on Tue, 07 Dec 2004 17:44:47 GMT
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Ordinary sniper rifles already do enough damage. Ramjets are overkill. Since Renegade does not include limiters such as recoil, a moderately good player can hit the same spot with 4 rounds in a matter of seconds. Forget that a weapon that big "should" be able to damage vehicles as much as it does, or kill with one shot...it doesn't matter what is realistic, it is bad for gameplay balance. There are dedicated anti-vehicle weapons available, the sniper weapons do not need, and should not be able, to fill that role as well. And I don't care how good of a shot the sniper is, or how long they've been playing, it sucks donkey nuts to get spawn-raped six times in a row because you had the misfortune of appearing in his line of sight.

AA duty should be one area where snipers are useless, it should not be their exclusive domain. The high damage, accuracy, and precision of sniper weaponry makes anything airborne obsolete- but everyone should know that already. There are plenty of effective counters to aircraft; PIC's, Railguns, LCGs, APCs, Even Hummers and Buggies...sniper weapons outclass every one of those except the LCG in terms of speedy kills, and that's not even taking range into consideration.

Anyone who defends the existence of the Ramjet as a weapon is either a player who hides behind it like a blankie, or someone who doesn't pay any attention to the goings-on while playing. Or both.

Personally, I'd like to see Havoc and Sakura turned into the commandos they both should have been. If anyone actually looks back to TD, commandos weren't really anything special against infantry despite having sniper rifles- they fired too slow to kill off even a small group before being overrun. And they couldn't do a damn thing to vehicles. Demolition was the only thing commandos really did well, and only then if the enemy didn't see them coming.