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Subject: Re: Renegade X Colossal July Update!  
Posted by [Canadacd](#)n on Fri, 18 Jul 2008 05:14:19 GMT  
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Aircraftkiller wrote on Fri, 18 July 2008 00:11 Changing the reload time won't change the balance. You need to change the damage system and remove sniper damage from aircraft entirely.

Am I the only one that thinks sniper damage on aircraft is perfectly acceptable? Really, what else is there in Renegade to stop the Odra/Apache besides sniper rifles, most other weapons are too slow to hit them with, or too inaccurate. If the aircraft didn't have this weakness, they would dominate the battlefield.

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