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Subject: Re: Renegade X Colossal July Update!

Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 18 Jul 2008 19:10:01 GMT

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R315r4z0r wrote on Fri, 18 July 2008 14:56 Well, ramjets do destroy aircraft rather quickly in Renegade currently... but really almost 70% of the time I'm flying an Aircraft being shot at by ramjets I either barely make it out of the line of fire with low health or I get blown up just a few seconds before I can get into cover. An extra 2 seconds could mean all the world for this.

Yes exactly. Anyone who plays Renegade often knows that on City Flying and Walls Flying, you either barely shoot down the Helicopter with the last bullet, or the Helicopter just narrowly escapes with low health.

Quote:

Not to mention it is a viable tactic to force your opponents to use ramjets when you are aircraft spamming. Then when they all have ramjets, you rank rush them out of nowhere.

They may do ridiculous amounts of damage, but they are the only thing that does.

Agreed. Remember that Ramjets are next to useless against any ground vehicle 500 credits or over. If your team has a lot of Helicopters, they will naturally get a lot of Ramjets, and then your time could just get Stealth Tanks, or Light Tanks or whatever. It's a good tactic, because they waste all their credits and they won't bother changing their character until they're dead.

Quote:

And also there is one other thing to take into consideration. This isn't the W3D engine we are talking about. Aircraft may handle differently in this new engine. Not differently in terms of controls and functionality, but in terms of overall movement and evasive action. It won't be as precise predictable as they were in Renegade. I can see helicopters being able to sway in various directions in order to evade enemy fire. New engine means new physics.

Flying in Renegade X is relatively similar to C&C Renegade's, but there's a noticeable difference in the physics. I believe it'll be a lot more fun to drive with the new engine.

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