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Subject: Unit Balance

Posted by [Renx](#) on Sat, 24 Apr 2004 02:40:18 GMT

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I like the idea for the snipers, that would be a major improvement for the game.

But, as for the helicopters, they may not of been like that in TD, but I don't think such a big change should be made to the way they are in Renegade. I'm not saying keep the unlimited ammo, because if snipers can't damage them, everyone might suddenly seem like TankClash when they're flying one

I just don't think 6 missles, and 25-75 is enough for renegade.

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