See, ACK never mentioned that these will be on specific maps. He was making it sound like anyone who owned Renguard and opted for patches was going to wake up one day with a different game. I think the map plan is by far a better idea, though. That will mean old maps and the new, 'fixed' maps could be in rotation at the same time, which would be pretty cool. Thanks for the clarification, Blazer and jonwil.

ACK, man, honestly I think you take everything I say as a personal attack. I'm not intending that. If I was I'd come in here and just say "ACK IS AN ASSRAMMING HOMOFAG MASCOT" or something. I'm not here to try to insult you, I appreciate your work ethic in getting these bugs and shit taken care of. I just feel that a lot of you are overdramatizing the fucking Ramjet. It's one gun. I don't see anyone complaining about the fact that Sydney does 5 more damage at the MCT than Raveshaw does, or that GDI soldiers do 40% more damage than Nod ones do, which is really broken early game. If the gun itself is the problem, then fix the bugs which give it extra points against heavy armor and be done with it. I think they should be able to kill free soldiers in one shot; if Rav and Sydney can, why shouldn't they? Are Rav and Sydney broke too? What about Mobius/Mendoza? They eat everything just like Rav/Sydney do.

And I'm sorry, not only have I never been horribly destroyed by a Havoc/Sakura when all I get is a free solider, but I rarely get taken down by Ramjet fire when I'm in an Orca because I put 5 slugs into that person's face right after I see the first shot and they die before they get enough shots off to kill me. If you fly into an area where you KNOW there are a lot of snipers with an aircraft, that's not a broken game, that's poor strategy. Would you be complaining if it was 5 Raveshaws who dropped you in one shot?