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Subject: Unit Balance

Posted by [Javafx](#) on Sat, 01 May 2004 02:49:23 GMT

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Correct me if I'm wrong... but wouldn't the idea of bastardizing Renegade include having engineers that can heal tanks and people also? I mean, that wasn't in CNC. Moreso, flying vehicles had to reload their rocket banks. Giving them unlimited ammo is bastardizing.

There are so many aspects of CNC that CAN be implemented with the proper care and consideration. You can't just pick and choose what you want to change that will just support you as an individual. Oh? Remember how you couldn't hit aircraft with anything short of a rocketeer in CNC while it was airbourne? While it isn't practical to rationale between airbourne and grounded when it comes to damaging aircraft with everything else, you should be considering what you're given now: Aircraft = light armour.

Since you can't stop people from shooting at a light armour airbourne vehicle, and you're going to have a sniper rifle with an armour piercing bullet, you can't seriously think that the damage of a high powered AP bullet wouldn't inflict some serious damage to any LIGHT ARMoured VEHICLE.

There are a couple of things you can do, change the Ramjet to not fire an armour piercing bullet, or you can shut your gob and stop whining, really. Keep in mind though, if you're going to forego AP bullets, the snipers cannot practically damage any vehicle at all, which, given the nature of the game, would make it considerably less fun.

You've got a fine line between bastardization and fun, just remember that the nature of the game isn't to bastarize as much as possible, it's to have fun.

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