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Subject: Unit Balance

Posted by [Javaxcx](#) on Sun, 09 May 2004 19:35:26 GMT

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Yes of course, any unit could attack an airbourne unit when it was grounded. But since it isn't feasible to do the same kind of thing in Renegade, and given the nature of the game, the munitions, and the whole kip'n'kaboodle, snipers shouldn't be touched. The reasons have to been stated so many times over that it's pointless to reiterate them.

Essentially, it breaks down to changing sniper's damage against airbourne units for two reasons: To remake the CNC experience "properly", and to balance the game. Thankfully, only one of those is subjective, the latter. Looking at the first, if you're going to change something such as that, you HAVE to be willing to change the countless other aspects of the game that are not based on CNC.

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