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Subject: Unit Balance

Posted by [Javaxcx](#) on Tue, 18 May 2004 19:33:11 GMT

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Aircraftkiller! I'm considered to be one of the best pilots in this game and fly better than most everyone else I've met before, yet I still get shot down by some newbie with a n00b cannon in five seconds if I'm just trying to get back to base.

So let me get this straight. You want to be able to fly back to base and have to face no opposition? That isn't balancing the game, it's manipulating it in your favour.

Quote: The issue isn't about how skilled with flight you are, because there's too many places for "snipers" to hide and destroy aircraft easily. You hide under the bridge, someone will pop out of the "tunnel" and shoot you up, forcing you to go above... Where you get shot down anyway.

I still don't understand why you fly your aircraft into an area that you're suggesting has many snipers laying in wait. That IS an issue about how skilled you are. No intelligent pilot in Renegade would fly into a nest of snipers.

Quote: The issue is that they're overpowered n00b units right now and need to get fixed to balance the game out for everyone, not just "snipers" who only use that class of unit and expect to have the game stay the same so that they don't have to learn anything new.

Stop generalizing the sniping community. I don't waste my ammo on aircraft, and I can say that many people who come into our server don't either.

Quote: Sorry to tell you this, but I've been playing this far longer than you have, and use all the units on a regular basis. I'm not just an aircraft pilot, I also use "snipers" and it's just as easy for me to shoot them down with the n00b cannon as it is to take them out in an air battle.

I'm not exclusively a sniper, I also purchase aircraft if I feel like it, and I can honestly say that I rarely have issues with snipers. If I do, it's often my own fault for flying in a bunch of them alone. I don't care how many mere months more you've been playing than I have, that doesn't make you right.

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