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Subject: Fix the damn gun

Posted by [Hulkcore](#) on Sat, 04 Dec 2004 02:33:53 GMT

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Me telling you to grow up proves absolutely nothing other than the fact that I think it's stupid to whine about how some sniper kicked your ass. It's a game and if you aren't good at it, that's not the game's fault. And yes, I don't think there are any SERIOUS balance issues in Renegade. I think that what the dev team did was incredibly ambitious and I think that they did a very good job of balancing multiple types of infantry, vehicles, and destructible buildings into a game that is incredibly fun to play. I would rather have fun than realism.

And your picture neither makes sense nor proves anything. The sakura was trying to kill you? You're on the same team. Even if it was a Havoc, I've been in that situation many times, on both sides of the rifle and have both killed the sniper and have been killed. So I can't explain why you can't. Practice harder.

Another thing about helis, without pic/rave/sak/havoc nothing can touch them other than other helis. So the ramjet balances the helis because without it, they would be nearly unstoppable. The pic/rave doesn't have the range that the ramjet does, therefore helis would be incredibly tough to kill.

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