
Subject: Fix the damn gun

Posted by [Hulkcore](#) on Sat, 04 Dec 2004 00:22:08 GMT

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j_ball430HulkcoreIn addition, no one seems to complain about the fact that a shotgunner can take down an MRL/MobArt with ammo to spare! That seems more "unrealistic" and "unbalanced" than a sniper rifle designed to pierce armor.

How's it unrealistic and unbalanced? You do realize that shotguns spray buck shots, right? Not to mention you have to be extremely close to the MRLS/Artillery to even hit it. If you can get that close and not get ran over, then you deserve to take it out.

It's unrealistic because a shotgun vs. an armored vehicle would not blow the damned thing up in 20 shells. And besides, I don't think that there are really any serious balance issues in Renegade. I don't think the people that made the game had intense realism in mind. I think they were going for what works and what is fun. And since we're all playing the game that's getting close to 3 years old, I would say they did a damn fine job.

Bottom line, I've been on both ends of the sniper rifle many many times, I've had the crap beat out of me, and I've done my fair share of killing, but I've never been in a situation where I was gonna whine that the other team was better than me. If you can't get a shotgunner close enough to a sak/havoc or an mrl for that matter, tough cookies, practice more, get better, grow up.
