

flyingfoxWhat needs to be done anyway is,

-Nod rifle soldier damage increased to that of GDI's rifle soldier against light armour, making them as useful against light vehicles such as the apache and orca, but with the same firepower against other infantry (so for example the gdi soldier will still be better than the nod soldier face to face).

-Next, the aircraft themselves need to have limited ammunition and a damage of 0 against crushing. helipads need to be added to re-equip and heal them.

-The ramjet's damage against CnCVehicleLight needs to be thirdded down.  
The damage against skinflesh and shieldkevlar (infantry) should be made 1.8 (180) of the normal sniper rifle, allowing normal soldiers to survive a hit but still allowing any soldiers to be killed in 2 hits.

-Homing missiles must be added for both sides' rocket soldier and GDI's gunner. right click should fire a standard missile.

(sweet, silver's allowed as a colour)

Why would someone use standard missles when they have homing,and it's not possible to make them home on vehicles only.

The ramjet is fine,yes it's a little overpowering against light vehicles,but with a tech repairing a mob art or a mrls,it can take out a havoc or sakura with a shot or 2.

You guys have to remember this is a FPS, and Havoc is the "main character" of the SP game, Thus he is an overpowered character....and one alot of people will use.

If anything add a bit more armor/health on a orca/apache....this giving the pilot 2 shots extra to find cover....I found this a very good way of balancing things in a few of my maps....the weapons are fine on the orca/apache.

A havoc pointwhoring isnt going to win you MVP....A mob art or MRLS point whoring will!...and they are alot cheaper.

This game has done well with it's players for the most part, and the gameplay of Renegade is very unique, Tribes maybe Planetside is as close as it gets, Yet I still think most people that have played all 3 enjoy Renegade the most.

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