
Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Titan1x77](#) on Mon, 13 Dec 2004 08:36:03 GMT
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Quote:there are plenty of games that hybridize RTS\FPS and still play balanced
More specific please?

Quote:The AWP doesn't cause you to flicker around side to side, being practically impossible to hit with a skilled shot. The sniper rifles in Renegade allow this.

Well this is one thing we all wish was fixed, maybe BHS could do something with the netcode.

I think if that was fixed alone, It would tidy up this sniper situation greatly.

No game is perfect, C&C_Renegade is Still a fun game, yes it could be improved in a ton of area's...but with it's current level setting's theres nothing you can do except make vehicles give 0 damage points...and that's not going to go over well with alot of players....which is why BHS wouldnt release such a patch.

If theres ever another Renegade, Let's just hope they have been listening to what we have discussed.....Im all for another C&C FPS on a more up to date engine(along with more options for settings),If C&C 3 is to really be released let's hope they find the support to even continue with the C&C Franchise....

EA really needs to step in and realize what they have here....The way westwood had taken a RTS and put it together in a FPS atmosphere is very fun and playable, even if it's not up to some of your standards.

This game is still pretty much by itself, in terms of actual massive MP online game objectives....if EA doesnt react soon someone WILL duplicate the style this game holds.
