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Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Ethenal](#) on Thu, 20 Dec 2007 03:46:27 GMT

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Starbuzz wrote on Wed, 19 December 2007 21:35m1a1\_abrams wrote on Wed, 19 December 2007 21:22Remove 100% accuracy on aircraft machineguns. Standardised to be in line with Buggy/Humvee/APC.

I think it has nothing to do with accuracy because it depends on the skill of the player.

I think what you are getting at is the perceived "infinite" ammo of the flying units which give them a big advantage.

That's what makes an Orca/Apache's guns superior: they have no reload. The steady stream of bullets without interruption is what makes their guns more lethal because it allows the pilot to correct his fire indefinitely, and thus in turn, increasing accuracy.

IMO, it should not be changed.

Yeah, I've never noticed any lack of accuracy on any of the ground based vehicles.

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