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Subject: Renegade balance, i would like to know how do you see it.

Posted by [FACEBUTT](#) on Sun, 23 May 2010 20:25:07 GMT

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Firstly i believe flamer is made in a wrong way, its rather a vehicle rape machine in close ranges than building burning toy, which suppose to be a second one. Nod has enough anti-vehicle vehicles so why flammer isn't designed against buildings liek it was in TD?

Secondly, basic rocket soldier are ULTRA garbage. Their rockets velocity is too low and as it was in TD missiles should be able to track vehicles. It wouldn't be over powered due to rof and damage they deal. No one bother to buy them, if it happens its one or 2 persons at single game. Other antivech weapons are much more cost-effective.

Thirdly, refill should be able every 5 second to prevent invincible infantry defense inside buildings. Its annoying.

Last point, mammoth cloud be a little faster than it is. Its really easy target to shot down, so why not?

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