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Subject: Re: Map rating

Posted by [Aircraftkiller](#) on Sat, 22 Oct 2011 15:38:21 GMT

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I really don't give a shit what the Renegade manual says to be completely honest with you. I remember specifically being told during the flying beta by Devinoch that they ran out of time to get rockets working as the proper AA weaponry.

It is not fine with game balance. The fact that they utterly dominate so many different types of vehicles forces you into using specific units to win if you want to win reliably. This is one of several reasons why Nod can't ever use their fucking brain beyond "HAY GUZ STANKKKKKKKZZZZZZZZZZ GEAT THEM!!!"

Once you get four minutes into the game, you can easily destroy all of the vehicles I listed earlier. If you're particularly skilled you can keep them from ever doing anything on the battlefield unless they bring support to repair them. In which case, hey, guess what: You're a "sniper", so you can snipe their support and destroy the vehicles too.

If you don't have a problem with this, it's because you forgot how Command & Conquer plays.

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