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Subject: Unit Balance

Posted by [spoonyrat](#) on Sat, 24 Apr 2004 10:42:09 GMT

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I think giving stuff like rocket soldiers and the MRLS better anti-air ability is a great idea, but messing around with the air unit's weapon systems and sniper's anti-air damage will change Renegade for the worse.

One thing I would definitely support is if snipers didn't get points from attacking stuff they don't damage i.e. tanks. I can't help but cringe to see 70% of a team in a public buy ramjets just to shoot enemy tanks.

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