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Subject: Unit Balance

Posted by [Blazer](#) on Mon, 03 May 2004 17:04:44 GMT

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My personal opinion on snipers versus vehicles...hmm well I would say that in "real life" if you are a sniper, your job is to hide and pick off infantry, you would NEVER fire your rifle at a vehicle, much less a freaking TANK. You might fire at a helicopter if you knew where to aim to hit a hydraulic or fuel line in one shot.

That being said, Renegade is not "real life"...its a game. But at the same time, when Im sitting in what I feel is a huge steel plated vehicle (mobart or mrls), I dont think its right that some guy with the equivalent of a deer rifle (deadeye), can destroy my vehicle in a few shots!

The ramjet rifle, which seems to me to be a "railgun" (even though raveshaws weapon is called the railgun, it has laser ammo so its not really), I could understand being able to penetrate armor and such (like in the movie "Eraser"), so I could see it being able to damage lightly armored vehicles.

In short, I think the deadeye/blackhand sniper should do very little or no damage to armored vehicles, and the Ramjet should do a little damage to lightly armored vehicles (aircraft, mrls, mobart), but very little damage to heavily armed vehicles like tanks.

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