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Subject: Unit Balance

Posted by [m1a1\\_abrams](#) on Tue, 04 May 2004 01:10:32 GMT

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Javaxcxl If there are three snipers on a team, and you enter their base with one airbourne unit, with no support, like what you're SUGGESTING, then you do deserve what happens.

I would bet that if you attack with more than 2 or 3 airbourne units, those snipers would either be killed, or wouldn't be able to stop at least one of those airbourne units from taking cover behind a structure and repairing.

Or if you have support! Those snipers might take a few pot shots, but I can guarantee you if the sniper had any sense, they'd want to take out that hotwire or technician that is trying to sneak in over your airbourne unit.

I wasn't suggesting that you fly an aircraft into the enemy base to kill the snipers. I was pointing out that it's difficult to kill them with anything if the snipers are shooting from inside their own base. On Walls Flying, they shoot from the walls, or from on top of their buildings. Sure, you can send your own snipers to take them out, but they're going to be at a huge disadvantage since they have to actually go out of the safety of their base to do it. If they take a hit to the body, they can move straight back into cover and get a refill from the nearest building.

Come on, who cares if a fictional rifle could theoretically destroy a helicopter. That's not the issue, because Renegade is a game, and most of it isn't the slightest bit like real life. Are you seriously going to tell me that snipers should be able to sit on the Refinery roof and slaughter aircraft half the map away, in five shots, with very little fear of retaliation?

Imagine something for a second. Imagine Orcas that don't have machine guns, but have powerful missiles like a Stealth Tank, and can be used effectively in groups to take out an enemy building. Wouldn't that be cool? I think it would be more fun than constantly hiding from snipers. Also, if they had to reload their ammunition like was suggested, there wouldn't be the problem of aircraft dominating everything once the Hand/Barracks has been destroyed.

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