
Subject: RE: Lets Not Play GDI

Posted by [gibberish](#) on Mon, 26 May 2003 03:10:17 GMT

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Aircraftkiller,

Unbalancing the game was not my objective. I enjoy playing both Nod and GDI and wish to continue doing so.

There are (at least) two limits that need to be considered when balancing any multiplayer game:

- 1 If a unit is too strong and only available to one side then that unit will inherently unbalance the game (assuming there is no counter to it on the other side). I believe this is the point you were making.
2. If a unit is too weak it will not be used because (good) players will choose units that better fit their needs.

Exactly where these limits lay is a matter of opinion.

It is my belief that Renegade makes the determination even more difficult, due to the diversity of the maps (base defenses, general layout and so on).

However it is also my belief that the Nod light tanks are too weak, there are better units available to Nod, hence in the games I have play/hosted I do not see many players using them.

I fully accept the possibility that there may be "Light Tank God's" out there who have developed a set of tactics that make light tanks totally balanced as part of the overall picture. However I have not played with or against them.

My goal was to experiment with the strength of the light tank to get to a position that I felt it was both fair and usable.

To the best of my knowledge when a mod is applied, the server cannot be ladderred, I have little interest in ladderred games so this doesn't bother me.

Since I do not force anyone to play on my server (people can leave if they don't like my rules) and the games will not be ladderred, I do not see why anyone would even care if I screw up and unbalance the game.

However your comments did make me think, and I came to the conclusion that I may not be able to make the light tank usable (IMO) and still balanced simply by changing the weapon damage, it may be necessary to also increase the cost of the unit.

Hence in addition to knowing how to change the weapon damage I would also like to know how to increase the cost.

Any help you could provide would be greatly appreciated,
Gibberish
