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Subject: Re: armor changing

Posted by [EvilWhiteDragon](#) on Mon, 21 Jul 2008 06:59:16 GMT

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Chuck Norris wrote on Mon, 21 July 2008 08:55 Why not though? It is (if it goes through) going to be the official Renegade patch 1.038, so it needn't be limited to bugs. They're priority, but if it makes Renegade better and is worth it, I say go for it. That's our goal with this, right? Make Renegade better? This could be the ONLY patch chance we get, so we should make sure it's ready before presented.

On this issue, I do agree that there'd likely be a lot of arguing about what does/doesn't need changed. For example, I think the Mammoth Tank is overpriced for what it usually nets you, but most would probably deny it (although it SEEMS most would agree since most bash it/don't use it). True, you have to know how to use it, and most don't, but I still think it's not worth 1500. Maybe 1200 or so. I'm not saying it needs a buff or to be made overpowered, but perhaps a slight increase to speed at least, because that's the biggest problem with that vehicle IMO. The Mammoth Tank was slow, but not like that.

Anyway, I was posting more so to point out that the patch should be for more than bugs, rather than to bring up the specific case of the Mammoth Tank. I do agree about the Transport Helicopter, along with what I said and probably a few others too.

Our patch will probably ship with its own patcher, so when we get TT pushed by EA, we can update it whenever it's needed.

That is, if everything goes according to plan.

So for that reason, I think we shouldn't (yet) make any balance changes. It would cause major disagreements here, and gameplay will already be altered to some extent by the pointfix. (making mammys actually worth their money and not make your team loose on points)

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