
Subject: Re: armor changing

Posted by [Jamie or NuneGa](#) on Mon, 21 Jul 2008 17:52:30 GMT

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Renegade doesn't need balance changes, each side has its advantages, nod has speed and stealth, gdi has heavy tanks.

The fact that maps are not always balanced is what makes renegade so unique.

So many other games like bf for example have the same stuff on both teams, which is why I personally got bored of it so fast, yet renegade has retained my interest due to the fact that it isn't balanced.

Strategies for GDI and NOD are so different which is what I love.

In regards to transport heli, it has some advantages over apc... on city_flying for example ability to go over the bridge is helpful, changing its armour wouldn't really change gameplay much as anyone who is decent and gets a transport heli is probably intending to rush.

The fact it is slower than orca / apache makes sense due to it being larger and often carrying more people.
