
Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"
debate

Posted by [JohnDoe](#) on Mon, 07 Sep 2009 21:35:48 GMT

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[NEFobby[GEN] wrote on Mon, 07 September 2009 14:54]JohnDoe wrote on Mon, 07 September 2009 15:43[NEFobby[GEN] wrote on Mon, 07 September 2009 13:57]We've already voiced our position: we believe the MRLS has been adjusted to properly balance with the Nod Artillery, which therefore makes the obvious imbalance between GDI and Nod soldiers obsolete and unnecessary. All in all, this is a beta, and therefore it will be tested as that's the whole point of the beta release.

If you think balancing a vehicle with its counterpart will somehow flip the game on its backside, freeze over hell, and change the axis of the earth, then please either voice your concerns after you have tested the mod properly, or simply stick with W3D Renegade, as that will not change.

This should probably be locked because we've said everything that needs to be said on our part, and we've heard the arguments for having unbalanced soldiers, which we believe are obsolete.

100% agreed, BUT you have to change the point system ASAP if you want truly balanced gameplay. The Ramjet shouldn't be the most effective weapon in the game!

Are you talking about the Ramjet's damage or the points? We've already expressed that certain things will be fixed/changed with the points system, which include Ramjets - they won't be getting many points for shooting at a Mammy, for example.

Well, the Ramjet is the most extreme case, but it's the same problem with other weapons. Regular soldiers getting ridiculous amounts of points/money for shooting a harvester at a distance when an Engineer or Grenadier get almost nothing for actually damaging it. Another idiotic scenario is people waiting to blow their remotes until the APC/Buggy/etc shoots a harvester down to yellow - makes no sense at all to someone who's never played Renegade.

This is what I wrote in the other thread:

If you want to have a lower chance of alienating non-Renegade players from your mod, don't have them wondering why the team with only 1 building left is gaining on points even though the other team is controlling the entire map or why people on GDI are trying to get Nod to destroy the WF on Field as quickly as possible...making this mod without the pointsfix would be a HUGE mistake.

Please, just implement the pointsfix. Renegade is flawed in many aspects, so this project shouldn't be an exact copy - this we both agree on. The game mode is what makes us all love this game, not the physics, graphics, netcode, unit balance (Tibsidney is worth 150? Patch is worth more than Gunner?), the point system nor the aforementioned idiotic tactics it produced.
