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Subject: Re: Renegade X - 0.40 Launch!

Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 15 Nov 2009 22:03:55 GMT

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I'm afraid it doesn't work like that Gozy. The Light, Flamer, and Stealth Tank all specialize in certain tasks, while the Medium Tank is a general-task vehicle. The Med balances out with those 3 Nod vehicles, and the Mammoth doesn't have any direct counterparts.

The only difference now is the MRLS/Arties are balanced, and the two soldiers are balanced. I do understand that the MRLS is now used more now (like the Arty), but that's what happens when you make a unit useful. If both the Artillery and MRLS were 450 credits, one should not be a lot better than the other. They should be relatively the same in their usefulness, but play differently.

It's not like the two vehicles play exactly the same - one shoots 6 slow missiles that collectively damage more, and the other shoots artillery shells that travel faster, but damage less. Their reloads times are also different. Those two vehicles are still very different, they just balance out properly. That's better than making the GDI soldier better than the Nod one, both in damage and in the size of its head, because that seems a lot more like a last-minute balance adjustment than a fully planned out gameplay element. Otherwise, they would've made the guns look different.

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