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Subject: Re: Renegade X - Beyond Black Dawn

Posted by [GEORGE ZIMMER](#) on Tue, 27 Sep 2011 18:20:06 GMT

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JohnDoe wrote on Tue, 27 September 2011 03:57I sincerely hope you've included in-depth content as Nod.

A Nod SP campaign would be badass as hell. Sucks I lack an appropriate computer, or else I'd be doing everything I could to help with Renegade X in this department.

Anyway, that looks fantastic. I'm glad you guys are going to try to improve the gameplay, and not just mimic Renegade's. Might I suggest including all the original vehicles? As in, Recon Bikes and SSM's, and balancing all the vehicles accordingly. Recon bikes would be especially nice for the larger maps.

Speaking of, while I love the idea of larger maps, be sure to not have them being mindlessly empty. They should just be larger scale (More structures, more tech structures to fight over, etc), rather than simply being bigger in size.

One last thing, I'd reeeally like to see the tiered infantry bullshit changed from "SAME THING BUT BETTER AND COSTS MORE". IE: LCG Black Hand is the same thing as the Nod Officer, but better. I HATE that kind of "balancing", it's just nonsensical, arbitrary, and annoying. I'd love to see both useful in various ways. Cost should not determine how overall powerful a unit is, but rather just be a limiter for units that do a lot of things, or do one thing really well.

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