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Subject: Re: Map rating

Posted by [Goztow](#) on Wed, 19 Oct 2011 10:48:01 GMT

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Of course Renegade was made for smaller player counts as well, considering how small most standard maps are. It was created in 2002, when you could hardly get a FPS of 10 with more than 20 players. I don't understand why none of the big communities run servers with smaller player counts anymore.

You'll never be able to really balance things out by changing one or the other vehicle's stats. If you start doing this, you'll rapidly realize that the change you made has an impact on other parts of the game, which will force you to change other values again. The only exception may be the transport heli which really just needs decent armour versus light weapons.

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