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Subject: Unit Balance

Posted by [flyingfox](#) on Mon, 26 Apr 2004 01:12:03 GMT

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Aircraftkiller!It's not about small games. A LOT of tactics don't work in small games. So what? Why should the entire game be adjusted so that it works optimally in smaller games?

Aircraft need to be like they were in C&C, or flying becomes unenjoyable garbage because you get shot down the moment you leave your base.

Doing it the way I said makes the game like C&C, what it was meant to be, and balances out without a problem.

I had originally typed out a long reply to this, but I'll summarise it in 1 paragraph.

This is the only beef I have with bringing game dynamics from an RTS game to a 3D FPS and it's the same argument I had with renalert. How is it possible in Renegade to recreate the 'C&C' style when you have a limit of 8 vehicles, 20 units per team (to sum it up for fair performance rates), long range snipers, a 3D environment (where it's possible to miss your target), limited ammo for soldiers, the fact that any ground unit can hit an airborne unit, character independence, the fact that you can only control yourself and not the whole team, along with a myriad of other reasons? If you want to recreate the C&C style of something, surely you need to recreate every consequence that came with it to avoid flaw?

The limitations and differences between the 2 engines are what will always make them different and not as balanced as we'd all love them to be.

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