Subject: Re: Renegade X - Pre-Release Update!
Posted by [NE]Fobby[GEN] on Fri, 04 Sep 2009 06:05:54 GMT
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EvilWhiteDragon wrote on Wed, 02 September 2009 17:11[NEFobby[GEN] wrote on Tue, 01 September 2009 18:27]I understand your explanation, but I don't really see how a slightly stronger rifle magically balances with Nod's artillery advantage - especially since the damage difference between the rifles is so small, and the GDI soldier is something that is used very early on. Nod's advantage with the artillery sounds like something that needs to balanced between vehicles (like a better MRLS for example?), rather than nerfing the damage of basic infantry.

Anyways we'll be sure to test it out before release. Thanks for voicing your concerns.

And for the record, the main reason for open betas is to get little things like this right before an official release. With the difference in engine and physics, you're bound to run into at least a few differences; some of which could be fixed early on.

The Rifle grants GDI an (small) advantage right at the start, when everyone is going for the harvs. As said GDI needs meds to counter the arts. GDI needs 2 surviving harvs for this, with the better rifle they can protect thiers better and attack the Nod one better. For the art/med battle to be "fair" the harv score needs to be 2-1 for GDI (harvs that unloaded).

Oh yeah dude, I fully understand how it's balanced in Renegade, but instead of balancing the artillery with stronger GDI infantry for the reasons you've mentioned, it makes more sense to be balancing the MRLS directly with the Artillery as they are counterparts to each other. We believe we have done that. Someone mentioned earlier that Artillery has more splash damage, but a MRLS packs more overall damage, so with a rotatable turret, which many new Renegade maps have adopted, things should work out better in theory. Again, this IS a beta release and therefore an opportunity to put our theories to the ultimate test. This way we can eliminate imbalances and glitches very early on in development.