
Subject: Re: Renegade X - Pre-Release Update!
Posted by [R315r4z0r](#) on Sat, 05 Sep 2009 18:27:51 GMT
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EvilWhiteDragon wrote on Fri, 04 September 2009 06:59

I'm curious, as I always found it a delight that WW didn't balance out all units directly against its counterparts. I hope this will work out, let that be clear Just trying to make sure that the balance is brilliant again, just as in Renegade

There is no possible way that you could have found enjoyment out of the specific idea that the balance wasn't toe-to-toe because it is almost impossible to even pick up on the differences if you had no involvement in modding or level editor.

If Level editor was never released for the public to use, then no one would have ever noticed the GDI rifle doing more damage than the Nod rifle. It's just that minuscule of a difference.

Figuring out that there is a difference is like taking two large handfuls of small pebbles, walking up to someone, and asking them to point to the hand with less without counting.

If you balance the MRLS to be EXACTLY as effective as the Artillery, people still won't notice how well they are balanced because they are two entirely different types of vehicles. Regardless of how well they play against each other, one vehicle fires 6 rockets from a mobile platform while the other fires a powerful long-ranged shell. They look different and perform different, that's enough to give off the impression that they are different.. even though, balance wise, they are exactly the same.

Renegade's asymmetrical balance is nothing more than an illusion.
