
Subject: Need some help, with a renalert "mod".
Posted by [Aircraftkiller](#) on Sun, 29 Aug 2004 15:04:11 GMT
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Big deal, removing his charges of C4 doesn't stop him. Neither does increasing his price by a mere 500 credits.

Minute differences in armor or health do not amount to be balance issues. It's a public beta test, you idiot. Why do you think it hasn't reached 1.0 yet? Balance isn't as simple as "GIVE VOLKOV UBER JUMP AND ARMOR SO HE CAN'T EVER DIE! THEN SAY IT'S BALANCED AND THAT RANALART SUXXXXXXXXXXXXX"

It takes weeks of planning, observation, and it also helps when you don't suck at the game.
