
Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Aircraftkiller](#) on Mon, 13 Dec 2004 04:28:46 GMT
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Yes, it was intentionally left out because there was no need for the same point to be made again in the post.

You don't have to have RTS levels of soldiers to retain RTS balance. Otherwise, why keep the semi-RTS feel to the game? This game was touted as being the original in first person and it's not even close... It is not that hard to keep the same gameplay from the first game and port it into first person. It stays balanced, NOTHING gets overpowered, and everyone who liked the original is happy... That's several hundred thousand people, most of whom don't play this game anymore for several reasons. Off the top of my head, the reason I see the most is "Renegade plays like shit and looks bad, I'd rather go play something else that's balanced at least..."
