
Subject: Re: Renegade X - Pre-Release Update!
Posted by [RTsa](#) on Fri, 04 Sep 2009 15:44:33 GMT

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EvilWhiteDragon wrote on Fri, 04 September 2009 13:59

I'm curious, as I always found it a delight that WW didn't balance out all units directly against it counterparts. Same here. I find it a bad idea to have two sides fighting that are completely the same in every single way (gameplay wise). (for example, Crysis MP)

Of course, maps make the sides varied a tad, but that's not enough, IMO.

Of course, having Ren's units in RenX makes sides differ from one another, so having the basic unit the same isn't that big of a deal, or is it?
