
Subject: Re: Renegade X - Pre-Release Update!
Posted by [Ethenal](#) on Sat, 05 Sep 2009 19:19:04 GMT
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Renx wrote on Sat, 05 September 2009 13:32Ethenal wrote on Sat, 05 September 2009 15:21Renx wrote on Sat, 05 September 2009 12:28[NEFobby[GEN] wrote on Fri, 04 September 2009 03:05]it makes more sense to be balancing the MRLS directly with the Artillery as they are counterparts to each other.

In that same way that giving Havoc and Sakura the exact same weapon was balanced... yeah. If you get into that line of thinking however you'll just any sort of uniqueness away.

I don't know about you but I prefer part of the challenge in any game to be knowing what weapon or piece of equipment to bring to the fight. Instead of "oh i'll just use what they're using."

It's a game based around an RTS. That's how it's SUPPOSED to be.

uuh.. C&C was made 15 years ago, have you played any others since then? That's definitely not the defining point of all RTS games. Even if it was, you're willing to throw all elements that build on strategy, tactics, and teamwork because of it? It's because of people that think like that which makes 99% of games these days have that "been there, done that" feeling.

Yes, it's a game based around an RTS that was made 15 years ago. It's also around 7 years old itself. This is a mod made to bring the game to a new engine. Why would it change?
