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Subject: Re: Renegade X - 0.40 Launch!

Posted by [GEORGE ZIMMER](#) on Sun, 15 Nov 2009 22:01:41 GMT

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Goztow wrote on Sun, 15 November 2009 15:35 If you make art and mrl even, then you also need to make med and light even, and then u need to make the mammy as good as flamers and stanks combined. Maybe it's better to play GDI vs GDI and Nod vs Nod then.

Light tank and med are on the same playing field- both MBT's etc, flame tank and stealth tank fill more specific niches, although I guess the flame tank could be considered Nod's "mammoth tank".

Do note that in TD, Artillery and MRLS's were NOT equal even... MRLS's were BETTER. But in Renegade, that order's reversed... thus, it leads to a shitton of arty whoring. If Nod had SSM's, this wouldn't a problem. Until then though, it's best if they're equal.

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