
Subject: Re: Renegade balance, i would like to know how do you see it.
Posted by [Spoony](#) on Mon, 24 May 2010 16:35:57 GMT

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it's very balanced so long as you don't use the point mod (the one that lets you get thousands of points for no reason) and so long as you fix the deadzones on mesa and hourglass.

as to the flame tank, it's true that it does damage to tanks more quickly than the light tank assuming you get close, but that is rather contingent, isn't it? a light tank is a far better anti-med weapon than a flame tank is. a med's only under threat from a flame tank if you get caught by surprise, and a savvy med tank driver won't very often. a light tank can give a med a decent challenge in almost any situation.
