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Subject: Re: Map rating

Posted by [GEORGE ZIMMER](#) on Sat, 22 Oct 2011 01:35:20 GMT

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Aircraftkiller wrote on Thu, 20 October 2011 17:24 You're arguing that the game is balanced overall because certain units make others nearly worthless. Maybe "balance" means something else to you than it does to me. Perhaps you might like imagining a scale where Havoc and Sakura weigh the same amount as Buggies, Humm-vees, Orcas, Apaches, Transport Helicopters, all infantry, MRLS and Artillery. The fact that one type of unit can counter so many different things, with little fear of retaliation, is not balanced. I don't really give a shit about the win/loss ratios in this case.

/if your respect is so easily lost because I disagree with you on a slightly controversial subject, your respect is something I don't need

//slashies

I actually agree, Renegade isn't "balanced" so much as it is "able to be played if you know what to do". It's like having an FPS where you have 100 weapon options, but only 2-3 are actually any good and can kill people instantaneously. It's not imbalanced in the eyes of players because anyone can choose those 2-3 weapons, but that's still arbitrary and retarded as hell.

MMORPG's suffer from this problem as well. Actually, a lot of modern games do, and it's saddening.

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