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Subject: Unit Balance

Posted by [DarkFish](#) on Mon, 26 Apr 2004 18:35:33 GMT

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I don't see the need to go so far. Sure, just upgrade the mammoth a little to make it useful, decrease sniper damage to Helicopters and Artilleries/MRLSs. Fix a few bugs, and major balance issues, then leave it at that.

Of course, you can make a more extreme "True C&C" map pack if you want, but I for one would like to see just smaller changes on their own, as I feel these would improve the gameplay more for me.

Remember that Ack is not trying to force these down your throats. I'm sure there are others who want to play a "True C&C" Renegade mod, and this would be an option available to them.

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