I locked the thread because it was getting redundant and useless. You're going to keep arguing in circles to evade the points, so there's no reason to leave it open for further discussion on things we already talked about on the first page.

It's not always obvious when sarcasm is used. I can't hear what you're trying to write, so your lack of voice isn't giving off any sort of sarcastic tone.

You didn't say why the SAM Site\Obelisk proposal, like C&C, is unbalanced. It works for both teams, there are advantages and disadvantages... That's what is called "balance." If both teams are almost identical in structures, units, etc... Then why bother playing, just make it into a large deathmatch.

There were no balance changes made to Renegade, so take the "obvious" comments and shut up... You have had nothing to do with the dev team or what they intended. There was no time or ability to allocate resources to balancing after the initial beta test.

It's not a "mod," it's an addition to the game, and it's still getting changed whether or not you agree with it. This is staying locked.