

---

Subject: Unit Balance

Posted by [PiMuRho](#) on Sun, 25 Apr 2004 18:33:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Just as a side note - Renegade multiplayer was only added in the last 6 months of development, and was absolutely not a priority. For the majority of the game's development, it was purely a single-player game.

The beta test was used to address some balance issues, but obviously some still remain - that can't be denied. I don't agree with all the changes ACK wants to make but that's why this has been opened to the public.

---