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Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [CarrierII](#) on Sun, 23 Dec 2007 11:58:38 GMT

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The justification, AFAIK, for the Nod soldier's 5 damage compared to GDI's 7 is that Nod can get tanks out earlier (Need 600 rather than 800), and hence GDI should be given a minor advantage at the start. In practice, this translates to Nod almost always losing their harvester, and getting flattened by GDI's meds, when they're still stuck on 500 credits. (On some maps, it's fair due to design, Mesa as both team's harvs can die, or it's fair because funds are never interrupted - Islands, Complex. Under and Field are good examples of where it can fail)

That could be wrong.

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