
Subject: Re: If you were making a patch for Renegade, what would you do?
Posted by [Dover](#) on Mon, 31 Dec 2007 04:38:28 GMT

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CarrierII wrote on Sun, 23 December 2007 03:58The 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.

Mesa? Balanced? In relation to Harvesters?

What about the little fact that even if GDI leaves the Nod harvester completely alone, it will die within two dumps due to the AGT being able to fire inside?

Edit:

Spoony wrote on Sun, 23 December 2007 04:04GDI Soldier's main advantage over the Nod Soldier isn't even the 7 damage vs 5 damage... I wouldn't really object to standardising them since GDI Soldiers would still be significantly stronger, as they need to be.

I like to think I'm pretty well-versed in ReneTrivia, but you've got me stumped, Spoony. I was under the impression that the 2 bonus damage was the GDI shooter's main advantage. There are others?
