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Subject: Re: Why Is Renegade so Different to C&C tiberian Dawn?

Posted by [R315r4z0r](#) on Fri, 02 Jan 2009 00:31:02 GMT

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Well, if you think about it, if they put all the units in, Nod would be seriously over-powered...

Think about it GDI has all the vehicles they had in TD in Renegade, but Nod is missing the SSM and the Recon bike. If it was to be exactly like TD, Nod would lose the APC but gain a Recon bike and a Surface to Surface Missile Launcher.

That would make Nod's lead of only 1 vehicle over GDI jump to a lead of 3 vehicles over GDI. (Currently Nod has 8 while GDI has 7. It would jump to Nod having 10 while GDI having 7)

They included the Recon and SSM in the single player so I don't think it is much of a problem that it wasn't in multiplayer.

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