
Subject: Re: Renegade X - Nod Update!

Posted by [R315r4z0r](#) on Sun, 24 May 2009 18:21:54 GMT

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Goztow wrote on Sun, 24 May 2009 02:41: With Renegade, sentiment is more important to me than realism. Oh well, so far for my input .
It isn't about realism. It's about functionality.

If there was a broken stick from a tree branch in the game that could be used as a flame thrower, would you just simply agree with it because it's in the game?

The Nod APC doesn't fit Nod's design at all. It doesn't even fit the artistic style of the game. And if you want to talk realism, then it doesn't fit that either. That's because the APC wasn't originally supposed to be in the game, it was supposed to be the recon bike in its place. It was added later because EA thought it would make the game unbalanced for GDI to have one and Nod to not. The bike was removed because Nod already has more vehicles than GDI does.

A vehicle like Renegade's Nod APC would be more suited for a job of clearing roads and debris with the excessively large bumper it has and the amount of torque its drive system has.
