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Subject: Re: Renegade X - Nod Update!

Posted by [Reaver11](#) on Mon, 25 May 2009 16:49:55 GMT

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R315r4z0r wrote on Sun, 24 May 2009 13:21

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.

Not really, Nods unitset has been overhauled many times. The first one didn't even include a stealth tank. Heck in the first beta you would have needed two persons to make a buggy usefull. (driver and gunner).

The bike was removed for different reasons in the making of the second Nod unitset. (Which did include an Nod apc, supposedly for balance). The recon bike is pretty complex especially the front suspension which is unfinished. It is not even attached properly to the vehicle. Mainly skipped out because of Westwood kept remodeling and redoing Renegade. And in need of time and testing the game balance again...

Also I really leave EA out of it. They had nearly nothing to do with Renegade. (Not even with the faults in Renegade[ok all they did was set a release date, which was pretty bad / somewhere also logical otherwise it would be a DNF])

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