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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [Goztow](#) on Wed, 02 Sep 2009 09:07:01 GMT  
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The answer is quite simple: harvesters. IF you play original renegade without starting credits (= clanwars settings), then you'll know that the first minutes of the game are crucial to the rest of the game.

With their rifles, GDI almost always have the upper hand on attacking the harvester, except of course on maps where the harv is behind the refinery. But then they still have the upperhand in tunnel fights most of the time.

If GDI has a better chance of killing the enemy harvester and saving theirs, they'll compensate the art : med difference, won't they?

Economy is very important in Renegade, but things like starting credits (to a lesser extend) and mostly the lack of pointfix (there we go again) already get in the way of this.

Making Nod's and GDI's soldiers doing equal damage will have a much bigger impact on this, though.

I'm not saying Westwood intended this or not, I'm not in their heads but by some small miracle Westwood managed to make this game about balanced. Every small "detail" counts in this.

You didn't yet answer my question about pointfix being implemented or not. Could you look into it?

Tbh you guys should check such things with Spoony or someone else from clanwars.cc. They're in a way better position than most people on this forum (including myself) to talk about balance issues.

It kind of frightens me to see this hasn't happened.

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