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Subject: Re: Patch to SBH

Posted by [Dr. Lithius](#) on Mon, 12 Sep 2005 20:24:49 GMT

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It would make more sense to change Sydney into a Stealth Black Hand, or just plain stealth Sydney herself.(A'la "Renegade Unleashed") Why? Because that's how it goes. The Tiberium Auto-Rifle and the Laser Rifle have the same rate of fire and similar properties.(Tiberium poisoning vs. burning.) Adding Stealth would likely bump up her cost to about 450, much like Stealth Black Hands, because it's not a cheap technology to maintain. While this would more or less neutralize 1/3 of the Tier 1 units GDI has(Officer, Rocket Officer, Sydney), it would keep the game somewhat balanced. Making Patch into a Stealth Black Hand would give Nod the upper-hand by allowing them to keep their rapid-fire, burning warrior(Laser Chaingunner) while the only rapid-fire unit GDI would have would be the Officer. Alternately, if you made Patch stealthed, it would give GDI a further upper-hand in that Patch kicks ass and could easily hide behind enemy lines.

All and all, I think I see why most people who give GDI a Stealth Black Hand unit do so by replacing Gunner now. . .

Oh, and in answer to your question. . .no idea. I don't have the Renegade editor dealie, though after playing with Halo, I wish I did.(Hooray for Fuel Rod Shotguns! :3)

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