
Subject: Re: Renegade is great but what do you hate about it?

Posted by [Sniper_De7](#) on Mon, 14 May 2007 13:10:32 GMT

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danpaul88 wrote on Mon, 14 May 2007 06:24Sniper_De7 wrote on Mon, 14 May 2007 12:11And I've always wondered why the Nod soldier does less than the GDI soldier, not that it makes me "hate" the game. I just don't understand why no one actually fixed this, or at least from what i've seen over the years.

Because it's MEANT to be like that, so there's nothing to fix

Well it pretty much fucks Nod up on certain maps. Stealth is hardly an advantage because pretty much in all base defense maps stealth can't get in except by means of like following the harvester which can just be mined. So just SOL Nod? Being able to kill the harvester or at least have the ability to defend it would be a help. I would get that tanks could be more powerful on GDI's side to compensate for stealth. But why would the basic infantry be different? Why do you take what westwood/EA gave as if it was the bible. It's not like they could see ahead of time and know if it would imbalance things. Seriously, where does "stealth" have an advantage on field? Hourglass? etc.

[edit]In fact, at the point of time when there was still patches going around, the majority of the community didn't even *KNOW* that the GDI soldier did more. In fact, I'd still say the majority doesn't know. All I'm saying is that Nod is generally at a disadvantage at most maps and it'd be nice to have an incentive of buying a Nod soldier over buying an engineer because the damage is piss poor[/edit]

While sbhs may seem like a "godsend" to some, i often times find it generally a waste since they could have bought a tank or something. Nothing really guarantees an sbh will even be able to get into their base because it might be mined. Not only that but you might randomly meet up with someone on the way. Not to say it can't be useful. But getting a tank guarentees something. And while someone is waiting around for 1400 dollars someone who bought an art or something early on will be doing more for his team.

As for the light tank beating the med tank 9/10. I don't really know what game you've been playing, but it's pretty much the other way around. Just because the light tank is fast doesn't mean you can't dodge tank shells. You can be unpredictable and make the person miss some, but you have to hit about 50% more of the time than the other person, and the person in the med tank should be able to do that, unless he's just terrible. You can have the best med driver vs the best light driver and it wouldn't even be a competition - not only that, but a hotwire > light tank's damage. (Yeah I know, SBHs, that's why you don't sit there standing still behind you tank for 20 seconds. You repair for like 2 seconds and get back in. I mean, an sbh would have to be REAL close to be able to get in your tank in only 2 seconds. So close, that you'd probably be able to see him. Or you can just go to your nearest tiberium field and repair in it. Your hotwire has enough health that you can repair for quite some time before having to go back in.

What's good about GDI can pretty much be summed up in two words: Medium tank. It is the best tank in the game for pretty much anything. It can holds its ground against any one vehicle. In order for an art to beat a med , it needs to hit the med two extra times more than the med does against the art. The light tank - heh - I don't even know, but it's a lot more. The stealth tank also

needs two more shots (this *might* be the closest thing, maybe, but the rockets on the stealth tank are messed up sometimes and even if you do kill a med you'll probably have too low of health to survive, and that's a big if. Flame tank? too slow. Though of course it's good to use other tanks where it might be good, GDI pretty much needs med tanks if it wants to win against any good team.
