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Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Dover](#) on Mon, 31 Dec 2007 08:00:08 GMT

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Spoony wrote on Sun, 30 December 2007 23:49Dover wrote on Sun, 30 December 2007

22:38Spoony wrote on Sun, 23 December 2007 04:04GDI Soldier's main advantage over the Nod Soldier isn't even the 7 damage vs 5 damage... I wouldn't really object to standardising them since GDI Soldiers would still be significantly stronger, as they need to be.

I like to think I'm pretty well-versed in ReneTrivia, but you've got me stumped, Spoony. I was under the impression that the 2 bonus damage was the GDI shooter's main advantage. There are others?

Nod Soldier heads are huge by comparison. That's probably a bigger advantage than the higher damage, unless you compare the damage of a GDI soldier vs an arty to a Nod soldier vs an MRLS.

Oh, come on. The size difference isn't THAT big, especially not when you take into account truly bigheaded chars like the Chem Warrior.

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