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Subject: Re: A few concerns/bugs.

Posted by [GEORGE ZIMMER](#) on Tue, 26 Aug 2008 23:52:07 GMT

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Caveman wrote on Tue, 26 August 2008 18:00: Shit man are you serious?

I'm hoping you're not thinking that I said that in regard to Nod being stealthy and etc. No shit Nod's stealthy and sacrifices firepower for that.

I was talking about how I'm pretty sure the Nod soldier having 5 damage compared to the 7 damage of the GDI soldier is more than likely not something intended.

StealthEye wrote on Tue, 26 August 2008 18:19: Isn't being mentioned in the installer enough prove?

I haven't re-installed Renegade in ages, and due to me losing my serial key, I can't much re-install to see. If it's true that the installer said "The Nod soldier deals 2 points less damage than the GDI soldier" or something along those lines, please take a SS, as that'd be pretty nice to know.

And, hell, even if it WAS an apparently intentional thing, there's other games that patch things like damage to fix up balance. I really see no reason why Nod should have a weaker soldier (Who even has a bit of a bigger head), considering Nod is supposed to be the king of early game...

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