
Subject: Re: Renegade X - Pre-Release Update!
Posted by [R315r4z0r](#) on Thu, 03 Sep 2009 23:13:51 GMT
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Ethenal wrote on Wed, 02 September 2009 22:57R315r4z0r wrote on Wed, 02 September 2009 21:37

Also, I want to go back to a post Goz made about referencing the damage differences to the early game harvester rushes. I have to disagree with that point. This isn't APB. If infantry are forced to rush the enemy harvesters, then they aren't going to use their autorifles to do so. C4 would be the weapon of choice. And even if they do decide to use their autorifles to gain some extra points before it dies, at the end of the day, the harvesters were still destroyed and/or heavily damaged due to the C4. [/color]

Okay, you've definitely never played in a server with no starting credits.

He does not mean GDI gains the advantage so they can destroy the harvester faster, he means that they gain the advantage in PREVENTING NOD from destroying their harvester and allowing them to destroy Nod's own. The GDI soldier has a more powerful rifle and the Nod soldier's head is bigger because it gives GDI an advantage in defending the harvester.

I guess it's true: nobody on renforums plays renegade.

I've played on many of those servers, but I don't see the need to do that because of all my years of Renegade, I've learned to make my primary source of income the money I get from damage I do, rather than from the Harvester.

But that's just me. Other people probably find value in defending their own harvester. But really, it depends on skill. You're perfectly capable of taking out a GDI soldier with a Nod autorifle.

To be completely honest, I've never found it hard to kill a GDI soldier as a Nod soldier... however I have found it easier to kill a Nod soldier with a GDI soldier.. :V

And yes, I do play Renegade at least once a week.
