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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 30 Aug 2009 23:17:39 GMT  
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That's Renegade for you We won't be repeating the same mistakes.

Quote:

A Nod soldier would have to focus more on a guerrilla style attack while the GDI soldier could just run and gun.

It would work in theory if the maps weren't symmetrical. Nod infantry would need a map-advantage over GDI for the damage to work absolutely equally. But that would imbalance other factors of the game as well.

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