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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [Ethenal](#) on Thu, 03 Sep 2009 02:57:40 GMT  
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R315r4z0r 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.

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