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Subject: Re: Renegade X - Pre-Release Update!

Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 01 Sep 2009 16:27:31 GMT

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I understand your explanation, but I don't really see how a slightly stronger rifle magically balances with Nod's artillery advantage - especially since the damage difference between the rifles is so small, and the GDI soldier is something that is used very early on. Nod's advantage with the artillery sounds like something that needs to be balanced between vehicles (like a better MRLS for example?), rather than nerfing the damage of basic infantry.

Anyways we'll be sure to test it out before release. Thanks for voicing your concerns.

And for the record, the main reason for open betas is to get little things like this right before an official release. With the difference in engine and physics, you're bound to run into at least a few differences; some of which could be fixed early on.

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