

---

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

Posted by [EvilWhiteDragon](#) on Wed, 02 Sep 2009 21:11:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

[NEFobby[GEN] wrote on Tue, 01 September 2009 18:27]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.

The Rifle grants GDI an (small) advantage right at the start, when everyone is going for the harvs. As said GDI needs meds to counter the arts. GDI needs 2 surviving harvs for this, with the better rifle they can protect theirs better and attack the Nod one better. For the art/med battle to be "fair" the harv score needs to be 2-1 for GDI (harvs that unloaded).

---