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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [R315r4z0r](#) on Thu, 03 Sep 2009 02:37:50 GMT  
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I don't think it's a complaint about balance in Renegade X, but rather a discussion as to why the damage differences existed in Renegade in the first place.

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.

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