R315r4z0r wrote on Sat, 05 September 2009 19:41Renegade matches are too long for someone to draw the conclusion that one rifle is better than the other. Especially for a weapon that is only widely used at the beginning of a game.

I doubt that if you kill a Nod soldier with the GDI rifle, that you would remember how much ammo it took, the distance the soldier was at compared to you, where each shot hit, and how long (in seconds) it took you to take him down, by the next time you use a Nod rifle against a GDI soldier to compare.

Renegade's health system only gives you number counts for the damage you take on. There is no possible way to know how much damage, in points, you are doing to enemy infantry, without assistance from an outside reference.

Bottom line: Is it impossible to discover the differences without level editor? No it isn't, however it would be highly unlikely and unpractical for the knowledge to firstly be discovered and then to be widespread.

Edit: Yes, 40% might look like a big percentage, but you have to look at the big picture. 40% more of something small is still something small.

It's like picking up on a 40% increase in size of a grain of salt.
Really? Back when we played clanwars 7 years ago we all knew this. It's pretty obvious how much GDI soldiers dominate Nod ones.