
Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"
debate

Posted by [R315r4z0r](#) on Mon, 07 Sep 2009 14:01:40 GMT

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Well whatever, I don't follow the anti-cheating stuff on this game anymore. But that still doesn't change what I said. You can notice numerical point differences for your player while the game is in play, client side. If you want to find out how much damage your weapon is doing, you need the utmost cooperation of someone on the other team. One should be easily noticeable, the other requires some effort.

Spoony wrote on Sun, 06 September 2009 23:38R315r4z0r wrote on Sun, 06 September 2009 21:18And? Would it be wrong to say that? Is it not possible to kill a Mobius with a Nod Autorifle? (Despite the obvious armor differences)

Quote:It's just as easy to kill a GDI soldier with a Nod rifle as it is to kill a Nod soldier with a GDI rifle.

you can, surely, see the difference between these two statements.

No, not really. Unless you're talking about the obvious, then the difference would be the character mentioned. But I really don't see your point. Have you never killed a Mobius with an Autorifle before?
