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

Posted by [liquidv2](#) on Mon, 07 Sep 2009 14:54:05 GMT

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R315r4z0r wrote on Mon, 07 September 2009 09:01 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.

you don't need to go through a level editor to notice that gdi soldiers rape the shit out of nod soldiers (unless you're that dense and unobservant)

in which case i apologize seeing as how you appear to be both
