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

Posted by [Havoc 89](#) on Mon, 07 Sep 2009 18:28:19 GMT

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

Why are you guys arguing about weather or not the AR damage difference is noticable or not. It is to those who notice it, and it isn't to those have havnt. Not everyone is the same, everyone is different for when it comes to noticing things.

To those whom state that the different damage AR balances out the artillery. Quite honestly you make it sound as if artilleries can be countered by the gdi soldier. Yeah, good luck with that. Oh yeah it makes complete sence to not balance out the counter parts but rather make something completely different that is only used for like the first 2 minutes deal 2 more damage and say that it some how magically works out.

That is not balanced gameplay, that is clearly imbalanced gameplay in both the short and long term.
