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

Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 07 Sep 2009 19:54:20 GMT

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

JohnDoe wrote on Mon, 07 September 2009 15:43[NEFobby[GEN] wrote on Mon, 07 September 2009 13:57]We've already voiced our position: we believe the MRLS has been adjusted to properly balance with the Nod Artillery, which therefore makes the obvious imbalance between GDI and Nod soldiers obsolete and unnecessary. All in all, this is a beta, and therefore it will be tested as that's the whole point of the beta release.

If you think balancing a vehicle with its counterpart will somehow flip the game on its backside, freeze over hell, and change the axis of the earth, then please either voice your concerns after you have tested the mod properly, or simply stick with W3D Renegade, as that will not change.

This should probably be locked because we've said everything that needs to be said on our part, and we've heard the arguments for having unbalanced soldiers, which we believe are obsolete.

100% agreed, BUT you have to change the point system ASAP if you want truly balanced gameplay. The Ramjet shouldn't be the most effective weapon in the game!

Are you talking about the Ramjet's damage or the points? We've already expressed that certain things will be fixed/changed with the points system, which include Ramjets - they won't be getting many points for shooting at a Mammy, for example.
