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

Posted by [RadioactiveHell](#) on Wed, 09 Sep 2009 03:48:19 GMT

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I agree that the GDI and Nod soldiers should do equal damage, and that the MRLs and Art should be more equal. I also think it best to have the Ren point fix enabled.

The only person in opposition to the point fix is r4z0r, who says he wants an unspecified different type of point system. As someone who has not played UT3, could you be more specific with your suggestion?

In response to the argument about Arty's doing too much damage, Arty's obviously have shit armor. The only way an Arty survives is if it is being teched constantly which requires a decent amount of teamwork on the part of Nod. Thus, your argument that points should be determined by "effort" rather than amount of damage is null, because the act of keeping an arty alive in itself requires a great deal of effort.
