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

Posted by [Goztow](#) on Wed, 09 Sep 2009 18:44:41 GMT

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The easiest thing to do in Renegade is repairing, yet it seems to me you propose to give a lot of points for this, compared to other things. Repairing is as boring as camping, yet you find it more "valuable"? Or am I seeing this wrong?
