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

Posted by [liquidv2](#) on Tue, 08 Sep 2009 03:56:03 GMT

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Quote:Imo, I don't think they should implement Renegade's pointfix.
why not? it's easier for them to code and easier for everyone to understand because it's
mathematically sound

Quote:People should be awarded for effort, not damage.
that's like saying "It's the thought that counts" in a case where it clearly does not

Quote:(Speaking of which, Artilleries shouldn't get as many points as they do in Renegade
because of their uncanny ability to attack a single structure for long periods of time.)
artillery get lots of points because they do lots of damage; they are slow and light-armored as a
result, and get chewed up by even GDI soldiers (which, by the way, do considerably more
damage than Nod soldiers)

if you want to try and achieve balance it would be best to use the pointmod and leave the GDI rifle
and the Nod rifle damage how it is, seeing as how that's what the forefathers had in mind
