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Subject: Re: Renegade X - Pre-Release Update!

Posted by [EvilWhiteDragon](#) on Tue, 01 Sep 2009 14:23:43 GMT

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pawkyfox wrote on Tue, 01 September 2009 16:05 EvilWhiteDragon wrote on Tue, 01 September 2009 07:07 [NEFobby[GEN] wrote on Mon, 31 August 2009 00:43] pawkyfox wrote on Sun, 30 August 2009 18:39 Will the basic assault rifles for Nod and GDI soldiers do equal damage? I hope so...so it's equal and the player with better aim wins.

Yes they are equal, and as you may have noticed the Nod soldier's head isn't big like in Renegade.

You have considered that there is a reason for GDI doing more damage with soldiers?

I think they do more damage with rifles for the simple reason that the GDI vehicles are way more expensive than the Nod vehicles.

For example,

a teched art vs a teched mrls = art wins

an art vs MRLS = art wins most of the time

an art vs Med = about equal chances overall, but the med is 350 credits more than the art.

An teched art vs Med = med losses big time, while they are the same in price.

An teched art vs 2 meds = art in trouble, but still has a small chance (800 vs 1600 creds!)

Certainly at the start of a match where people fight for the harvester it is crucial that GDI is a little bit better, simply because they will probably need to save 2 harvesters while Nod only needs to save 1 harvester. For this reason GDI has more cheap fire power.

I hope you've well tested this damage change, or adjusted prices for vehicles as well...

Makes sense.

Kinda, anyway, it's because of these small little things that renegade plays this good, and I am kinda worried they'll get that wrong in RenX, possibly ruining the gameplay.

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