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

Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 06 Sep 2009 04:12:14 GMT

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Goztow wrote on Sat, 05 September 2009 16:35 There's no way people would not have found out about the rifle difference. It's a freaking 40 % difference!

You really underestimate competitive players in Renegade, IMO.

Yes, though the damage difference is just two points, right? Yes it makes a difference in the game, but as you know, infantry battles in Renegade was largely based on aim rather than the damage of a weapon. Heck, if you're good enough, you could kill just about any character with less than a clip of the pistol.

If this was done purposely in order to balance Nod use of the Artillery, then would you agree that this isn't the only thing that can be done to balance the teams? Why is it that balancing the MRLS with the Artillery properly does not satisfy? After all, they are counterparts to each other as long-ranged vehicles and cost the same amount, so with a rotatable MRLS turret (which many maps have already done) in theory any balance problems would be at least mostly solved.

It's not like giving the Nod soldier a bigger head or adding 2 damage points to a GDI rifle is the absolute only thing that can be done; it looks more like a last minute fix done when Westwood was balancing the game when testing multiplayer. So since we actually have as much time as we need to get things right with Renegade X, we'd rather resort to a balance solution that does not create this "quick-fix" type imbalance between GDI and Nod soldiers.

As I've said a few times before, one of the many reasons why we're even doing a beta is to solve problems early on and put these theories to the test.

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