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

Posted by [GEORGE ZIMMER](#) on Sun, 06 Sep 2009 17:52:07 GMT

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R315r4z0r wrote on Sun, 06 September 2009 09:15Spoony wrote on Sun, 06 September 2009 01:06R315r4z0r wrote on Sat, 05 September 2009 20:02It's just as easy to kill a GDI soldier with a Nod rifle as it is to kill a Nod soldier with a GDI rifle.

How do you think that? There are only two objective differences: GDI auto rifle does more base damage (7 compared to 5), and GDI soldier has a smaller head.

Because statistics and number values take a second seat when human intervention comes into play.

It's someone's drive to kill the GDI soldier as a Nod soldier that makes it possible. Even if the GDI soldier did 20 damage per shot, it would still be possible to kill him if your aim is right and your mind is in the right place.

Yes, and no one is saying it's impossible to kill the GDI soldier.

As far as I know, everyone is simply saying why make a gap between two troops that are supposed to be entirely equal, save for their appearance?

And, here's the thing that happens:

Skilled GDI soldier vs not as skilled Nod soldier: GDI soldier wins almost all the time.

Equally skilled GDI soldier vs equally skilled Nod soldier: GDI soldier will win most of the time

Skilled Nod soldier vs not as skilled GDI soldier: Nod soldier has a better chance to win.

See the problem here? It's called unbalance. No, it does not compensate for artillery. As far as I'm concerned, it's just as much of a bug as the points bug.

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