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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [Spoony](#) on Sun, 06 Sep 2009 21:53:11 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.  
by this 'logic' you could say "mobius" instead of "gdi soldier".

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