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

Posted by [JohnDoe](#) on Sun, 06 Sep 2009 22:08:17 GMT

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How about we just see how exchanging Renegade's flickerlagfest with fluid UT3 character movement and physics changes the overall effectiveness of every weapon/vehicle/unit before debating specifics of a game most of us haven't yet played..
