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

Posted by [R315r4z0r](#) on Mon, 07 Sep 2009 18:10:38 GMT

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Human skill is not consistent. What you do at one point in time doesn't mean it will be done exactly the same way the next time you do it.

If you "own" one soldier in Renegade once, that doesn't mean you will "own" him just as badly if you encountered him again. Regardless of the weapon used.

You can "own" a Nod soldier with a GDI rifle, but you can also do the same the other way around. But because of the inconsistency I mentioned above, it wouldn't be an observation based on statistics or damage done in the game, it would be an observation of yourself and how you play the game at different times.
