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

Posted by [R315r4z0r](#) on Mon, 07 Sep 2009 19:37:05 GMT

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Thinking back, I don't think it's for balance reasons that the two autorifles do different damages.

I think it's supposed to play a part in how each team should perform.
