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

Posted by [JohnDoe](#) on Wed, 09 Sep 2009 21:20:24 GMT

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CarrierII wrote on Wed, 09 September 2009 12:22More to the point, a lot of the counter strategies require far more cooperation than is typically available.

...and Art/tech combos require more cooperation than a random group of Havocs sniping everything that leaves Nod's base...boo hoo.

You can just tell that Carrier and that R3guy haven't really figured out the nuances of Renegade gameplay...I just hope the RenX developers will find the balance of listening to constructive criticism without making the mistake of rating popular opinion over professional opinion.

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