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

Posted by [R315r4z0r](#) on Thu, 10 Sep 2009 00:01:35 GMT

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Goztow wrote on Wed, 09 September 2009 14:44The easiest thing to do in Renegade is repairing, yet it seems to me you propose to give a lot of points for this, compared to other things. Repairing is as boring as camping, yet you find it more "valuable"? Or am I seeing this wrong? Repairing structures is of more importance mainly because structures dictate how your team will play for the rest of the match. Offense is less important because whether you succeed or fail in your attack, there is no negative team-wide repercussions for your faction.

Like, if your arty siege fails, the worst that happens is that you lost your invested credits as opposed to if your defensive strategy fails you lose structures in your base.

CarrierII wrote on Wed, 09 September 2009 17:51Utterly boring moderator's point - we're still off topic, this is supposed to be about whether the GDI/Nod 7 vs 5 autorifle thing is balanced. Goztow is right, it's about harvesters, and it should stay as it is.

I don't think so. I actually don't think there is any balance reason as to why the rifles are different. They are different for the sake of being different, basically. I don't think Westwood put any (or much) thought into balancing the damages.

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