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

Posted by [Goztow](#) on Fri, 11 Sep 2009 12:06:14 GMT

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The game doesn't need fixing for the player's ignorance. As i said: you can still make objective incentives that don't break the point system, like awarding more credits to the losing team.

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