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

Posted by [Spoony](#) on Wed, 09 Sep 2009 03:20:03 GMT

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R315r4z0r wrote on Tue, 08 September 2009 21:49 Clearly how? People who put their effort into acting together with their team to accomplish the task at hand should be rewarded more points than someone sitting at the front of the GDI base in an artillery with a paperweight strapped on their mouse button.

one would think the artillery user would be rather quickly killed in this situation?

R315r4z0r wrote on Tue, 08 September 2009 21:49 Winning the game should be about destroying the enemy team's base. Points are just a fallback.

you have the option of marathon games if this is what you think.
