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

Posted by [Goztow](#) on Wed, 09 Sep 2009 06:25:13 GMT

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liquidv2 wrote on Wed, 09 September 2009 06:11

you're an idiot; stop trying

I think Liquid and I finally start agreeing on something!

Quote:I think that the more damage a vehicle is able to cause, the less points it should get.

Maybe we could give points to people that are running towards an enemy building, then? They're putting a lot of effort in reaching the enemy base without doing damage. Yup: they'd definitely need to get a lot of points!
