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

Posted by [Goztow](#) on Wed, 09 Sep 2009 08:39:37 GMT

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Where you're wrong, IMO, is in assuming that it is somehow wrong to take the field with artilleries and camp a building. If GDI can't get the necessary combination of vehicles / infantry to destroy this art / tech combo, then they earn to loose the game.

Why would Nod need to change a working strategy? It's up to GDI to force them to change their strategy. It's not as if arts with techs are overpowered. They can be countered by a lot of GDI combo's. A team that's strategically loosing should be... indeed loosing on points.

There's no reason why a "loosing team" should have an advantage over a "winning team". If you'd really want this, then why don't you just give the team with the least points a 3 credits per second income and the team with most points a 2 credits per second income. Then at least it's clear what the advantage is, and why.

It's unneeded and quite impossible to make the game more offensive than when damage == points.
