
Subject: Re: CnC Reborn Update: Hunter Seekers
Posted by [Sir Phoenixx](#) on Sat, 02 Jul 2005 02:17:27 GMT
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bandie63 wrote on Fri, 01 July 2005 21:03 Sir Phoenixx wrote on Fri, 01 July 2005 18:34 How would it unbalance the game if both sides have the same thing?

Yea, but what if one doesn't? (ie: the building that makes them gets blown up)
Then you don't let it get destroyed.

By that logic, everything in the game is unbalanced, since the other teams barracks/war factory/heli pad/etc. can be destroyed.
