
Subject: Re: Renegade Resurrection goes beta!
Posted by [Spoony](#) on Sun, 10 Jun 2007 14:25:42 GMT
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Yrr wrote on Sun, 10 June 2007 05:58 Why do you think that it makes the map less balanced? In Mesa's current state, the early-game harrassment dynamic is balanced between both sides. GDI has better infantry and easier assault on Nod's harvester; Nod's vital weapons are considerably cheaper.

Fixing the AGT "bug" will significantly decrease GDI's chances of killing the Nod harvester, so the game turns from fair to not fair - that's a negative, so please show me a positive which outweighs it.
