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Subject: Re: Decent map makers out there?

Posted by [Goztow](#) on Wed, 22 Apr 2009 06:59:04 GMT

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Balance will always be a matter of opinion. I agree that asymmetrical balance is important. An example of unbalance is when there's a huge entrance that can't ever possibly be covered by GDI against stealth technology.

I don't know which arguments (if any) you have against the balance on BunkersTS. It would be nice if you could expand a bit on your thought. We've played it often, with 3v3 up to 8v8 and each time the games seemed pretty balanced. This was in private games, in (more or less?) organized teams.

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