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

Posted by [JohnDoe](#) on Fri, 11 Sep 2009 23:28:58 GMT

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CarrierII wrote on Fri, 11 September 2009 06:23

You'll be closer to meds than to havocs, by 200 credits, and havocs will generally NOT break a seige in a public server.

..

...

so you're convinced that havoc isn't the unit artilleries have to watch out for the most? that pretty much says it all..

CarrierII wrote on Fri, 11 September 2009 06:23

Once again - it's more about the lack of action that can occur. When it's 20vs20, and one team has a seige going, most of the defending team DO NOT try to break it, and so <=5 players vs 10+ seiging players doesn't work, and therefore it gets boring. Simply suggesting things that might fix it.

nukes continuously exploding at random places...that has to be the very mindset that lead to these retarded powerup boxes which in turn ruined 99% of public servers.

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