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Subject: Re: Command and Conquer under Victory Games Studios

Posted by [Dover](#) on Fri, 11 Mar 2011 07:17:52 GMT

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Spoony wrote on Thu, 10 March 2011 00:58the infantry general was the most overpowered, those attack outposts were ridiculous

People get this wrong all the time (Especially in the StarCraft community lately!). It's not "overpowered", it's "awesome". The infantry general was the most awesome.

If there's a problem in the balance, it's not because something is too awesome, it's because the other things are not awesome enough. Balance should never take the form of taking away awesomeness.

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