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Subject: Re: Map rating

Posted by [EvilWhiteDragon](#) on Sat, 22 Oct 2011 12:18:33 GMT

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While I see why one would nerf things like Havocs and such, I think it wouldn't help much. Don't forget that you're paying 1000 credits for something that can be instantly killed with a 500 credits unit, and can be killed FAST by a vehicle.

If you look at the costs then any of the 1000 credits characters is a pretty bad choice compared to the vehicles available.

Edit:

Conclusion: if you're going to change the damage a unit does you should at the very least rebalance the costs aspect as well. Which basically means refactoring the entire reneconomy.

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