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Subject: Re: Community matches - Two minor balance suggestions

Posted by [Starbuzzz](#) on Sat, 27 Nov 2010 00:29:39 GMT

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liquidv2 wrote on Fri, 26 November 2010 18:21a gunner rush could last all game

yeah lol but this could work against them since then their base is empty.

From what Spooky said, this was supposed to be strictly for comm games and I would think people would not try that sort of shit for long during them and overuse infantry or else they are gonna find tanks going all over their base for the win.

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