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Subject: Re: Community matches - Two minor balance suggestions

Posted by [Spoony](#) on Mon, 29 Nov 2010 23:13:53 GMT

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it has a reasonable chance of killing a tech before he claims the arty, in which case he can kill the arty. given that nod's prime vehicle on mesa (and mesa2) is the arty, this seems like a good option for GDI if they have a good sniper on the team, especially with more ammo available.

and again, the ideal counter for nod will be a good sniper.

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