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Subject: Re: Map rating

Posted by [Aircraftkiller](#) on Fri, 21 Oct 2011 00:24:39 GMT

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You're arguing that the game is balanced overall because certain units make others nearly worthless. Maybe "balance" means something else to you than it does to me. Perhaps you might like imagining a scale where Havoc and Sakura weigh the same amount as Buggies, Humm-vees, Orcas, Apaches, Transport Helicopters, all infantry, MRLS and Artillery. The fact that one type of unit can counter so many different things, with little fear of retaliation, is not balanced. I don't really give a shit about the win/loss ratios in this case.

/if your respect is so easily lost because I disagree with you on a slightly controversial subject, your respect is something I don't need

//slashies

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