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Subject: Re: Red Alert 2: Apocalypse Rising Recruitment  
Posted by [JasonKnight](#) on Sat, 24 Feb 2007 03:31:24 GMT  
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One Winged Angel wrote on Fri, 23 February 2007 19:40JasonKnight wrote on Sat, 24 February 2007 00:35

have a max build limit for yuri.

easy fix.

Or keep it true to the Red Alert 2

you plan to have servers with 100+ poeple for each team?

its almost impossible to make a RTS into a FPS be true to its counterpart due to balance issues.

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