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Subject: Unit Balance

Posted by [Crimson](#) on Sat, 24 Apr 2004 01:16:22 GMT

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Please note that ACK intended to start a discussion on what we will change if there's support for the ideas. This isn't something that will definitely happen, we are hoping you guys will brainstorm ideas for how to keep balance.

Also know that any changes we make will have to be tested. Balance is a delicate procedure and it's perfectly reasonable to expect several variations to get a balance that makes for exciting gameplay.

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