

---

Subject: Unit Balance

Posted by [Javaxcx](#) on Sun, 02 May 2004 02:35:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

AircraftkillerYeah, so if Renegade shipped two years ago with a character that ended the game in 5 seconds after being purchased, it's your fault for allowing them to purchase it... Not that it's unbalanced or anything. :rolleyes:

There is a difference between unbalanced units and strategy. You already know this. If you're stupid enough to charge into a base full of snipers in a lightly armoured vehicle, it is your own fault.

---