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Subject: Unit Balance

Posted by [Deathgod](#) on Tue, 18 May 2004 03:30:25 GMT

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CrimsonJust for the record, I don't personally see much of a need to change anything except lower the sniper damage against light armor just a tad.

I can understand this. I don't agree with it but I can see how in larger games it would be useful, while still keeping the basic play of the game the same.

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