
Subject: Unit Balance

Posted by [spoonyrat](#) on Mon, 26 Apr 2004 00:09:22 GMT

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I'm probably not the only person who thinks the host SHOULD have advantages.... as implied by the term "host advantage". But if all that's limited to is ungodly artillery splash, I'm content. Or would be if my connection didn't suck so bad that I couldn't host anyway.

/me returns to the topic
