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Subject: Unit Balance

Posted by [Aircraftkiller](#) on Mon, 26 Apr 2004 01:18:31 GMT

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You don't need more than eight vehicles or buildable structures or whatever else.

You need the core gameplay, and that is what Renegade lacks. RA seems to do just fine with it the way it is right now.

It doesn't matter if you just control yourself. Each unit in C&C was individual and interacted with each other in a balanced way. They do not in Renegade. Your argument falls apart there.

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