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Subject: Unit Balance

Posted by [EnGiMaN56](#) on Fri, 30 Apr 2004 02:28:19 GMT

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Ok, its a 1v1, walls\_flying im gdi, enemy buys a light tank, i come over in my orca and shoot him down 50% or w/e it was, i go back to reload, he repairs way quicker with technician and gets closer to my base, i go him down from full health again to half health, and he hops out repairs again while im refilling, nice cycle there light tank wins . I know you guys say that renegade is meant for 7v7+ but reloading of orca/apache is just lame, Tanks dont have to.

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