
Subject: Unit Balance

Posted by [flyingfox](#) on Sat, 01 May 2004 02:59:52 GMT

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

^^ Which gives me an idea. IF these fixed versions are coming out with different names like "C&C_BHS_City_Flying" or whatever, you can just run the standard "C&C_City_Flying" for small games, which eliminates any arguments of "that wouldn't work in a small game". (Also eliminating my point earlier on)
