
Subject: Unit Balance

Posted by [Uberfahr](#) on Sat, 24 Apr 2004 12:07:04 GMT

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Quote:Almost certainly, we'll end up changing the "snipers" so that they're not grossly overpowered.

What about the points you receive for the useless sniping of stanks for example? They should be reduced in my opinion.

To the sniper-heli interaction: I like the idea of having a counter unit against helis and these counter units are definately Havocs/Sakuras. The same as an APC counters a Sniper. Counter units are a classical element of RTS games, so why weaken it?

And of course, if you have 5 helis in your teams, and the enemy has 5 Snipers, then thats your own fault. You could change easily to tanks and rush their base. Snipers are not overpowered. They leave the base defenseless.

But I agree: if the map is really large, then you wont reach your target with helicopters. I never played on this kind of maps though. However, on City_Flying you can easily group with an APC and eliminate the enemy snipers. As you have to balance mainly for the main maps, please take that into account.
