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Subject: Unit Balance

Posted by [jonwil](#) on Sat, 24 Apr 2004 13:59:21 GMT

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I think we should cut back on snipers and instead make rockets (for example, the Rocket Launcher and the MRLS and others, also the recon bike if its put back in) the main anti-aircraft weapons.

Snipers should be for taking out people and should do lots of damage (and get lots of points for attacking) people. They should do almost no damage (and get almost no points for attacking) vehicles and buildings.

Every unit should have a speciality.

For example, snipers are great for taking out infantry.

Engineers are great for repariing shit and stopping beacons.

Rocket Launchers are great for taking out armoured stuff (including aircraft)

Machine guns are good at taking out lightly armoured stuff

Tanks are great at taking out medium armoured stuff

etc

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