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Subject: Unit Balance

Posted by [Aircraftkiller](#) on Sun, 25 Apr 2004 06:22:10 GMT

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Quote: if WW wanted the game to play like that, they'd have done it themselves.

That's nowhere near true. WS would have patched the game for unit balance if EA had allocated the resources for it.

Quote:The artillery would have been impossible to use well in Ren if it had to fire in an arc. The way it is now, it still has a minimum firing range, yet works much better in the game's engine.

You mean it doesn't require skill. Gotcha.

I don't get why people play a C&C game and want to turn it into something that isn't C&C gameplay.

If you want Unreal, go play it... Most people were expecting C&C up close, not some bastardized version of it.[/list]

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