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Subject: Unit Balance

Posted by [Aircraftkiller](#) on Mon, 26 Apr 2004 01:55:00 GMT

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Some aren't, that's why I said CORE GAMEPLAY.

I'll make it simpler:

Rocket Soldier versus Medium Tank.

Medium Tank loses.

Why? Rocket Soldier, while cheaper, has anti-armor rockets and will eventually destroy the Medium Tank 80% of the time unless the tank runs it over. The tank's cannon isn't meant for AP warfare.

Rocket Soldier versus Orca.

Orca loses, because the Orca isn't meant to survive against SAM threats.

Rocket Soldier versus Humm-vee.

Rocket Soldier loses, because the Humm-vee is an AP weapon and kills the Rocket Soldier before it can do much damage.

Rocket Soldier versus Commando (Or Havoc as he's now called.)

Rocket Soldier loses because the Commando has a powerful .50 caliber sniper rifle which kills him in one shot.

Get the point? I'm not saying anything but having the core gameplay.

It'd be a lot more fun, and C&C, to have everything the way it should be. Just without buildable bases and other minor issues that can be balanced out (Such as leaving in snipers but not allowing them to damage vehicles, adding in brush or better designed levels for snipers and infantry to hide instead of being forced into the open to die over and over...) over a short period of time.

C&C is already balanced. Renegade isn't.

If you don't like how Orcas handle, or Apaches in a C&C balanced situation... Here's a concept, use a tank! They're meant to dominate, not aircraft. This is true even in a real military conflict. Aircraft cannot hold objectives in reality, only foot soldiers and tanks have the ability to hold an objective because they aren't required to refuel by returning to a set point.

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