
Subject: Unit Balance

Posted by [m1a1_abrams](#) on Tue, 04 May 2004 16:25:51 GMT

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There are multiple snipers practically every game. That means that if you're in an aircraft, you're always going to be getting shot by them. Unless you're saying that it's stupid to fly at all, I don't understand what your point is.

You hit the nail on the head when you said that "it's the same issue, just that snipers have more range". Raveshaws and PICs do more damage than Havocs and Sakuras, but I don't have a problem with that... because they can't hit you from halfway across the map, inside their own base. If you're in range, they have a better chance of killing you than a Havoc... but if you're in range, you also have a chance to kill them with your aircraft without being down to red health before you get close to them. I consider that to be fair. Oh, and just so you know, if there happened to be a group of PICs, of course I wouldn't try to approach them with a single Apache. However, "approaching them" would mean flying physically close to them, which is different to Havocs where it would mean flying a helicopter in the open anywhere on the map.

Also, I would complain about the damage snipers do to Humvees and Buggies, because they're pretty much useless as soon as the snipers appear. Even more so than aircraft, because they're limited to driving horizontally so they can't use the terrain to hide in the same way. They're supposed to be fast attack anti-infantry units, not a poor man's APC for the first 5 minutes of the game and then never used again.
