
Subject: Unit Balance

Posted by [Javaxcx](#) on Sun, 09 May 2004 16:52:25 GMT

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PointlessAmblert doesn't even matter if they hide, because they can shoot you down from the maximum view distance. Infantry are pretty damn hard to see from 300 meters away, especially when they're not moving or better, hiding. Their bullets don't give you hints as to where they are.

Ramjets do let you know where the shot is coming from, but since they kill you in five shots and Ramjets have a four round clip, it's basically impossible to close the distance and kill them in time even if you know exactly where they are.

I'm going to use the example of City_Flying to prove my point; seeing how it is considered an official map and should therefore maintain a sense of balance in the game.

If you are on GDI and purchase an Orca, then you've got a terrible advantage over a good percentage of snipers. Each side on City_flying has 7 possible ventures to attack the opposite base: The onramp to the highway, the westward entrance (to the GDI base, anyway), the eastern entrance (at least on GDI's side), and the four windows which look onto the base from the structure in the front of the Guard Tower. The Guard Tower will fire on any infantry unit that steps into those windows, so they can be ruled out. The War Factory's garage doesn't point to the onramp, or the eastern entrance, and it is impossible to get around as an infantry unit. So that leaves one possible place for a sniper to actually shoot down your Orca, at least inbase. Now, if you cannot maneuver your Orca to go behind the structure in the westward side of the GDI base, and repair, or even drop down from above and ambush a sniper, then you really shouldn't be complaining, because you obviously suck at flying.

This isn't even an issue in the centre of the map: If the sniper is on the highway, then fly under it. And vice versa. If the sniper is in one of the windows, you can EASILY fly between the sniper in the window and the highway and avoid all damage.

IN FACT, you can even maneuver within your effective range and ambush the snipers on the no-man's land without taking damage. Simple thought out strategy (which was what the game was MADE for) easily balances out what everyone here seems to believe is a balance issue.

Quote:My point is, Snipers are supposed to be counterunits to infantry, not light vehicles. Where in any game, C&C included, has a sniper rifle been effective against even the lightest vehicle armor?

Where in any CNC game has a mere infantry unit been able to shoot down Orcas and Apaches that are airborne? Don't complain about those technicalities unless you're willing to change them all. That includes engineers having those repair guns, infantry (or any ground unit for that matter, save rocketeers) shooting down airborne units, the Obelisk able to shoot down Orcas, and so on.

Quote:Yeah, they can't hold an area now because they get shot down from 300 meters away by some idiot with a sniper rifle.

Why are you applying a circumstantial situation to every situation?

Quote:Except it never gets the chance to because he gets shot down long before he approaches a target worth attacking.

No, Orcas and Apaches can easily get to their destinations without being shot down.

You can't change the Ramjet's damage to flying units because you're tired of being shot down easily. The game is meant for strategy, and in fact, only two levels are officially designed with these damage values in mind. And BOTH of those levels have strategic elements in place to counter snipers.
