
Subject: Unit Balance

Posted by [m1a1_abrams](#) on Sun, 09 May 2004 19:05:49 GMT

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JavaxcxRemember, the game isn't snipers vs. aircraft, it's GDI vs. Nod.

I personally, don't waste any of my ammo on aircraft (mostly because I don't waste my money with the 1000 credit sniper over the 500 credit one) because when I'm a sniper, I'm going after infantry. Shooting down aircraft is just a costly bonus.

Chances are, if you're playing a 10 vs. 10 game, and you're planning on camping out and hunting down choppers, you're going to have opposition from tanks, stealth units, other infantry, whatever. It all balances out.

Maybe you don't waste your ammo on aircraft, but it's been my experience that most snipers do. In fact, if you are in any light armoured vehicle, a lot of snipers will switch to shooting you instead of more important targets, just because they know they can kill you easily. I've seen plenty of snipers go out of their way to kill Buggies, even if they were in the middle of a firefight with other infantry and the Buggy wasn't doing anything threatening.

JavaxcxWhere in any CNC game has a mere infantry unit been able to shoot down Orcas and Apaches that are airbourne? 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 airbourne units, the Obelisk able to shoot down Orcas, and so on.

That's a fair point, but remember that in C&C, Minigunners would be able to damage an aircraft on the ground, whereas the Commando's sniper rifle still wouldn't do any damage. If the Renegade maps were flat like the maps in the original C&C, then fine, you could give all units without rocket launchers a restriction on aiming upwards. The problem is, Renegade maps are three dimensional with slopes and bridges etc. You would end up with problems such as infantry not being able to shoot at other ground units up a hill, because unlike vehicles, infantry stay vertical regardless of the terrain. You can't stop their weapons from causing damage to aircraft either, because they need to be able to damage grounded aircraft.
