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Subject: Unit Balance

Posted by [Jorge](#) on Wed, 12 May 2004 20:43:54 GMT

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Quote:Correction: One is anti-everything, one is anti-infantry and light armor.

And that difference on reload times isn't huge vs. an aircraft because generally the infantry can hide. One Raveshaw on the mesa on Walls will be able to remove aircraft pretty effectively, two is suicidal for aircraft to leave their base.

One is Anti-Vehicular, the other is Anti-Infantry. Yes, you "can" try to use a PIC or Railgun to kill infantry, but with their long reload time, and the fact that it takes 2 shots to kill infantry save a headshot, it makes them easy to kill with any non-Free Infantry, whether it be a Rocket Soldier Officer, SBH, Patch, Tib Syd, a 500 Sniper, and would utterly get owned by a Havoc.

Infantry hiding? Duh, that is the advantages of infantry, and can't Havoc/Sakuras not hide from Aircraft as well?

So you are saying going up against two Raveshaw's with a Orca is worse for the Orca than going up against two Havocs? The two Havocs would shoot you down as soon as your Orca came out from behind the protection of the base.

Havoc/Sakura have over 100M greater range, do 60 HP per shot (compared to the 80 HP the PIC/Railgun does), and can probably get off 3 shots before the PIC/Railgun has reloaded. So lets see...  $3 \times 60 = 180$  and  $1 \times 80 = 80$ . Comparing them is not going to get you anywhere, the Sniper is supposed to be Anti-Infantry while the PIC/Railgun is an anti-Vehicular weapon.

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