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Subject: Unit Balance

Posted by [Aircraftkiller](#) on Thu, 13 May 2004 17:17:10 GMT

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People who say "giving aircraft the disadvantage of needing to reload at the Helicopter Pad is bad," don't forget that aircraft already have more advantages than any other unit does.

1. They fly.
2. They can hide easily with a properly designed level for flying (NOT STANDARD WS STUFF).
3. They're fast and maneuverable.
4. They have strong weapons (Ideally only the six missiles for the Orca and the 150-300 rounds on the Apache).

I'll reiterate, once more, aircraft in both C&C and reality are support units. They don't loiter over the battlefield endlessly, they have set amounts of ammunition, and they can't hold objectives.

In both C&C and reality, tanks and infantry hold objectives. I'm sure Kirby can tell you about this in more detail than I can. Aircraft can't hold objectives in war because they don't have staying power. Tanks and soldiers can sit there and hammer away at a target, or they can hold a point for reinforcements... Or just use that point as a breakthrough position to head through enemy lines and attack from the rear. Aircraft cannot do this because they get spotted with extreme ease when on the move. If they aren't moving, they're wasting fuel, and aren't going to be of much use to anyone unless they're hiding to ambush a column of armored vehicles.

Leaving "snipers" as they are now ends up leaving aircraft in a position where they're useless in 8 out of 10 situations. Making them rearm, not be able to loiter endlessly, and have more armor with more AA weapons makes them able to survive multiple threats without being shot down in three seconds from across a level.

It all comes down to that. You can leave them alone and have nearly useless vehicles, or upgrade the game and have vehicles that can do something useful; while not dominating everything.

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