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Subject: Unit Balance

Posted by [Aircraftkiller](#) on Sun, 16 May 2004 21:27:54 GMT

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The reason the aircraft were added was so that they could be used as a support unit, not be shot down in five seconds... Otherwise, why even play them? If you can't use the aircraft well, if at all, just use the standard levels of Walls, City, and Glacier.

It defeats the entire purpose of having aircraft if they're useless, why bother adding something half-assed? City and Walls were never designed to compliment aircraft, none of the levels were... Unless you mean "big empty space" as "designed for flying."

Yeah, it's a matter of strategy... The strategy of not using anything that a "sniper" destroys in five seconds, which eliminates using about nine vehicles in the entire game. :rolleyes:

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