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Subject: Unit Balance

Posted by [Javaxcx](#) on Sun, 16 May 2004 23:39:45 GMT

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In your entire argument, you have only once coined realism. And it wasn't even in relation to snipers, it was regarding aircraft's objectives in the battlefield, so don't pertain to issues you didn't support, and I quote:

Quote:Don't pull out the realism card. Nothing in C&C is realistic and you should not make a C&C game with realistic damage

I have shown arguments, both pertaining to CNC, and to realism stating why snipers should be able to damage aircraft heavily, and upon reviewing them, YOU chose to disregard them and maintain your "GR iH8 SNIER DAMIJ" tirade.

I'm looking at armour values, and damage patterns when I say that "snipers (ramjets) heavily damage light armour, aircraft are light armour, therefore snipers should be able to heavily damage aircraft."

And while you want to recreate the C&C RTS in FPS form, you chose not to address the argument on that. Engineers didn't have repair guns, the Obelisk couldn't hit Orcas, and so on. Don't dismiss my arguments because you say I pick and choose, because you are guilty of the same thing.[/quote]

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