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Subject: Unit Balance

Posted by [Aircraftkiller](#) on Mon, 17 May 2004 01:00:10 GMT

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Quote:You are picking and choosing which concessions you want to make. I find that engineers repairing vehicles and infantry to be considered bastardizing C&C, change that, too. I don't care that people are used to it, because people are used to sniper damage too (And what can I say? Most of them can adapt to the damage and know when not to engage the enemy in a SUPPORT unit).

So in some strange way, you're actually agreeing with removing the n00b cannon damage?

Quote:No, snipers (Ramjets) are not unbalanced. They do exactly what the game was made for them to do (EXCEPT for the points they obtain for shooting heavily armoured vehicles), damage lightly armoured vehicles heavily and slay infantry.

Okay, so once again, if the game came with a unit that won the game five seconds after being purchased, that wouldn't be unbalanced... It came with the game, after all. They weren't made to destroy vehicles, it's a bug in the armor.ini. Shrapnel warheads do inordinate amounts of damage to vehicles when their power is increased to 200. It's the same league as the glitch causing damage points to go up.

If the GDI destroys the SAM Sites, they earn the right to fly unchallenged by base defenses. Not ground units. They aren't easy to destroy, either, since they pop up when firing, and hide underground when not firing.

The GDI would have the disadvantage. Once the AGT is gone, the entire defense system of the GDI is gone except for Guard Towers, which wouldn't shoot at aircraft.

Doesn't matter what you were talking about, you never made that clear until now. Snipers aren't getting left alone, get used to it.

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