

---

Subject: Unit Balance

Posted by [warranto](#) on Sat, 24 Apr 2004 02:58:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

AircraftkillerwarrantoThe aircraft should have more ammo than you prepose. Both aircraft should have enough ammunition to take out a tank. Not a Mammoth of course, but being able to take out, or almost take out, a medium tank (Nod) and a light tank (GDI) if every round hit. This would prevent the boredom factor of firing a few rounds, returning to refill, fire a few more, base becomes decimated as a group can only take out one tank at a time.

It would make them powerful, hence the need to refill, but not completely useless against armor.

Aircraft are support units in C&C. Renegade is based off C&C. Aircraft are meant to do quick strikes, not destroy things easily like that.

If so, that makes everyone want to get aircraft... Then it negates the use of ground vehicles. The missiles on an Orca would damage a Medium Tank 25%, and a Light Tank 50%.

Not so much with the Apache, as it would be more effective against infantry and buildings.

True enough. Though admittedly I did aim high on purpose, simply to establish a maximum. It's simply an attempt to balance realism with the fun factor.

---