
Subject: Unit Balance

Posted by [cokemaster](#) on Sat, 24 Apr 2004 10:10:27 GMT

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spoonyratInteresting idea... but it'll only work in big games... Small games especially 1v1 will become useless on cityfly/wallsfly without the orca's machinegun... I can't help but oppose this.

This explains it...

Quote: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.

Personally I say do it, snipers are too powerful at the moment. I suggest toning them down so that they only effectively hurt men but not get mass points off tanks. Their firerate is quiet high as well....

In order to 'balance' it - rockets should track more effectively (as you said on the first post).

But If snipers aren't able to be toned down, then the artirelly and the MRLS should be less open to sniper fire.
