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Subject: Unit Balance

Posted by [Aircraftkiller](#) on Mon, 26 Apr 2004 04:37:40 GMT

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Quote:It's balanced in a way that makes it fun to use each individual unit

Yeah, like how the n00b cannon Havocs and Sakuras kill each basic soldier in one body shot...

Or how they destroy aircraft in five shots...

Or how they get 20 points for shooting a tank just once with its armor still left...

Or how Grenadiers and Flamethrowers are almost totally useless...

Or how MRLS\Artillery are paper-thin and barely have any defense against anything they're meant to be attacking...

Or how... You get the point. It would be fun to control units that are balanced ala C&C. Rifle soldiers that aren't cannon fodder. Grenadiers that have a useful, damaging weapon. Flamethrowers that slaughter soldiers, but have a short range.

Etc... Instead of "Everything is somewhat useful until the Havoc and Sakura n00b cannons come out, then nothing is."

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