
Subject: Unit Balance

Posted by [Aircraftkiller](#) on Fri, 30 Apr 2004 18:20:09 GMT

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Yeah, that's why the majority of players are found on the larger 16-128 player servers.

Quote:ACKgade rofl , you're to newb to realise how good the orca is? if you could aim too it owns ramjet.

I'm a newbie? I hate to break it to you but I've been playing this game since 3 December of 2001, and beta tested the game AND the flying units before people like you had a chance to play with them.

They don't easily own any "sniper" units. If you can keep a bead on a "sniper," sure, but that's pretty damn hard when they're in scope mode and flicker around making it imposible to get a good shot on them. Try and land on them and they move out of the way, by which time their other n00b cannon friend has already shot you down, and you're dead.

It's even worse if you just leave your base, they camp on the bridge or at their own base, and flying out gets you destroyed in a few seconds.

Pretty fucking lame to have units that are almost worthless. Why even bother to purchase an aircraft if their only use is to give massive points to the enemy team and not even be able to do much?
