Subject: Unit Balance
Posted by Javaxcx on Sun, 02 May 2004 01:13:53 GMT
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Well, to be fair, if you look at CNC, soldiers could take quite a bit of machine gun fire and still be able to walk cross country and idle for eternity when they might have the equivilant of 1 hit point remaining.

Basically, the point I'm trying to get across is that you cannot pick and choose which aspects of the game you want to change if you're trying to recreate the CNC experience properly. Meaning, you can't say "well, snipers hurt my aircraft a lot, so I'm going to change their values for this so I can play my game in a way that is similar to what I played in CNC1," and leave out important things about CNC such as the fact that engineers in CNC could not repair vehicles or infantry.

Of course, that all has to do with balencing the game, but like Deathgod stated: If you're going to drive your Apache into a GDI base full of snipers, and complain about being pwned quickly, it's not the sniper's fault for doing uber damage, it's poor strategy. I'd think you'd notice that if you played a game where 2 or 3 Apaches attacked a GDI base, the snipers would have their work cut out for them, especially seeing how Apaches could easily take cover behind structures and attack or repair, or could EASILY destory a sniper unit in 4 or 5 shots.