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Subject: Unit Balance

Posted by [PointlessAmbler](#) on Sun, 09 May 2004 05:08:54 GMT

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snipbravo: And you don't seem to know how to do anything other than complain. Mammoth powerup is good - it is not worth its price at the moment, as it can be beaten easily by a Stealth Tank, which is supposed to be a support vehicle, not to mention it only costs 3/5 as much.

Regular snipers damage aircraft too, almost as much as n00bjettters. You're saying you can find a sniper that's hiding in a tunnel or on a base and kill him before he kills you when he can see you EASILY and can start taking shots at you before you're anywhere near the range where you can hit him, and when it only takes 6 or so shots to kill you? I don't believe you. Unless you happen to be lucky and the enemy n00bjetter/sniper happens to be shooting you when he's only 100 or less meters away (which is rare), you're going down. And considering helicopters are the second-most expensive unit, that makes them nearly worthless.

Helipads would be good because they completely prevent helicopters from ever being the most powerful unit. Why? Simple. Helicopters cannot hold an area if they have limited ammunition. They may be able to momentarily clear it in the case of the Apache against infantry, or the Orca against light vehicles, but they'll have to return to base to reload, allowing you to come back into the area, possibly even further than before. As Aircraftkiller said, a single Orca would only be able to damage a Light Tank 50%. That means he has to go find a safe place to hide and repair for a little bit, and then he's back rolling. Helicopters are supposed to be support units, and limited ammunition is a much better way of enforcing that than making them piss-weak against a unit that costs half as much and can hit them without fear of retaliation.

EDIT: Oh, and by the way, KaiserPanda is not a whiner. I've seen him around more than you have, I'm sure of it. It sounds like someone's hypocritical :rolleyes:

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