
Subject: Unit Balance

Posted by [flyingfox](#) on Thu, 13 May 2004 19:27:53 GMT

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KIRBY098 You need troops on the ground to hold the territory.

They are VERY needy vehicles, and require tons of support personnel.

Doesn't this kind of disprove your argument? They're needy vehicles as it is now, if they had the support to suppress the snipers they wouldn't have trouble on the field. However, I agree that they shouldn't loiter on the battlefield, they're too powerful for that and in the hands of a skilled player just flying ownage mobiles that can't be killed without a \$1000 character.

City flying exp would have been more of a success HAD standard auto rifles done the same (or even more) damage to aircraft.

As for tracking rockets, I found a neat little trick to make them track every time. Once you fire a shot that tracks, use the right click on your mouse and the next shot'll seek too. Then, left click, right click and so on. Your missiles will always track targets and will help you against the apache (since the orca won't be as good at killing infantry targets with these new levels).

Edit, tanhm could you resize those pics? They're stretching the boundaries for 1024 * 768. I'd turn it up, but it's the max it can go.
