
Subject: Unit Balance

Posted by [Javaxcx](#) on Fri, 14 May 2004 11:56:18 GMT

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AircraftkillerLeaving "snipers" as they are now ends up leaving aircraft in a position where they're useless in 8 out of 10 situations. Making them rearm, not be able to loiter endlessly, and have more armor with more AA weapons makes them able to survive multiple threats without being shot down in three seconds from across a level.

It all comes down to that. You can leave them alone and have nearly useless vehicles, or upgrade the game and have vehicles that can do something useful; while not dominating everything.

I can understand that you're contrasting realism and C&C for this, but what exactly is your goal?

And I quote:

Quote:It's not about realism, it's about C&C.

Assuming that you are genuinely trying to make Renegade based directly off C&C, then refueling aircraft doesn't make much sense since that was never an aspect OF C&C. If you were going to have the aircraft reload anything, it should be limited to rocket banks (correct me if I'm wrong, but Orcas and Apaches both needed to reload their missiles only in C&C). THAT would be realistic to the C&C universe, not refueling... fuel.

And it would be balanced: If an Orca is shot for missiles, then it is practically useless when it comes to "loitering" with the exception of normal infantry, so it would be a strategic element to either stay and attempt to fortify (although out of character for the purpose of aircraft) or to leave and reload incase your team needs support.

As for the snipers, when it comes to standard WS maps that were map for flying units, I would argue that snipers and flying vehicles are quite evenly matched. If you read prior posts, you'd understand why, so I'm not going to type it out again.

If the goal of these modifications is to recreate the C&C experience properly for Westwood maps, then snipers should be left alone, because they are a balanced unit for both Walls_Flying and City_Flying (see above).

HOWEVER: If the goal of these modifications is for mod maps, then by all means, do whatever you want. Just don't make those maps part of a standard rotation in a future WS patch (if ever).
