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Subject: Unit Balance

Posted by [Battousai](#) on Sun, 16 May 2004 21:32:42 GMT

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I agree with Java

One sniper vs one helicopter is not unbalanced. Since the sniper needs 5 shots, and has to reload to destroy the helicopter, there is enough time for the pilot to escape/hide.

Two snipers vs one helicopter is not something to complain about because the pilot should know better than to fly over two snipers. Just like a med knows not to go against two lights.

I agree that the havoc shouldn't get so many points for hitting vehicles though.

I played a game last night and was a sniper on city flying and when apaches came out I sniped them so all they did was stay very low on top of the bridge so I couldn't hit them from the ground. Soon Sakuras came out to counter the gdi snipers so I had to focus on them instead of the apaches. This is unit balance. Both teams have snipers. If one team goes sniper heavy then you shouldn't complain about not being able to use an apache- you should go out there with an apc and kill snipers or rush their base or something else.

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