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Subject: Unit Balance

Posted by [Aircraftkiller](#) on Sun, 16 May 2004 22:27:40 GMT

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I notice you pick and choose what suits you best. You want a reality in one post, then C&C in another, then a mix of both. I already went over why aircraft need to be changed in order to remove the "sniper" (and I use the term loosely) damage against them with both realism and C&C points. If you want to skip back and forth on that, go right ahead by reading what I've previously posted on the subject.

Quote:use something they have a hard time against (i.e. an APC or Med/Light Tank) to get rid of them.

Oh that's amazing, I never thought of THAT before! :rolleyes: WTF do you think we were complaining about this for? If you take an APC up on the bridge, by the time you get to the "sniper" flicker-dance area, they've shot you down about 50 points of armor while getting a lot of points from it... And they're not on the bridge anymore. If they are, a vehicle stopped you from getting to them, and they "sniped" you with their n00b cannons.

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