
Subject: Unit Balance

Posted by [Javaxcx](#) on Mon, 17 May 2004 00:27:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

AircraftkillerOnce again, concessions have to be made. Soldiers should logically be able to shoot at aircraft and damage them, but that doesn't mean aircraft should be totally ineffective because of it. Soldiers just wouldn't be as good as a Rocket Soldier or the equivalent AA weapon.

You are picking and choosing which concessions you want to make. I find that engineers repairing vehicles and infantry to be considered bastardizing C&C, change that, too. I don't care that people are used to it, because people are used to sniper damage too (And what can I say? Most of them can adapt to the damage and know when not to engage the enemy in a SUPPORT unit).

Quote:I never once said I wanted the entire game's dynamics changed. Some are good, some are not, and "snipers" are one part of it that is not good. "Snipers = unbalanced" doesn't mean "Everything else needs to be changed."

No, snipers (Ramjets) are not unbalanced. They do exactly what the game was made for them to do (EXCEPT for the points they obtain for shooting heavily armoured vehicles), damage lightly armoured vehicles heavily and slay infantry.

Quote:How would SAM Sites create balance issues? Three SAM Sites in a Nod base would be able to get destroyed by ground units. If lost, the Nod team has to defend their base against aircraft, but not ground threats, because the Obelisk of Light is still operating. Nod would have spread-out defenses instead of one centralized defense structure, the Advanced Guard Tower.

I'm going to assume that a limit of maybe two SAM sites is present on each of the flying maps. Once those are destroyed, GDI can easily fly a transport chopper in full of the hardest units possible, and wipe out the entire Nod base because their Obelisk isn't doing anything about it. On the flipside, no matter what Nod does, their infantry get slaughtered by the advanced guard tower, their Apaches would too, also, they would only be able to prick vehicles such as Medium and Mammoth tanks with its machine gun (you DID want that, too, right?) only, while vehicles like Orcas can simply over Nod's only reasonable vehicular defenses and pummel them with its rockets (before it has to refill them). What's more, they can do this in the Nod base, because the Obelisk does nothing! Don't tell me there won't be balance issues, you'll play one game of City_flying and you'll plotz all over when you see that Nod gets ass raped every time.

Quote:There will be additional levels, if you had paid attention. There will be C&C_BHS(Levelname) versions of the official game levels that will have different balance changes.

Thanks for pointing out what obviously must happen if you want to implement these changes. I'm talking about levels outside the realm of the original Westwood ones.

Quote:The game isn't being left alone

Good, but snipers better be.
