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Subject: Unit Balance

Posted by [flyingfox](#) on Mon, 17 May 2004 00:41:58 GMT

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A few points,

If the Obelisk can't attack air units, as said, there'll be balance issues worse than the already bad balance between the AGT and Obelisk. How hard can it be to take out a SAM site? Defending a SAM is just like defending a turret. Once the sams are down, everyone will definitely buy aircraft. Why use ground vehicles when you can enter the enemy base by air? Why go on foot, when you can transport 4 people at a time with a chinook?

Nod will also have more of a burden on defending the sams as well as the Obelisk, which some may see as unfair.

Last point, (directed at Java) I don't think jonathan meant Adv guard towers will only use turret fire on ground units. Both warheads'll be used on both ground & flying units.

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