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Subject: Unit Balance

Posted by [Deathgod](#) on Mon, 17 May 2004 15:35:18 GMT

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JorgeAircraftkiller

The GDI would have the disadvantage. Once the AGT is gone, the entire defense system of the GDI is gone except for Guard Towers, which wouldn't shoot at aircraft.

On a side Note, another disadvantage for the GDI is if their power goes off-line then their AGT goes offline, which means their entire defense system goes down. But if the Nod powerplant goes off-line, their SAM's still function thus they are still protected against Aircraft with low power while the GDI are not if they lose their Power Plant.

So one side gets good air defense and the other doesn't? I also note you say SAM sites plural, meaning they get more than one, while GDI's AGT can only fire at one target at a time. Do the SAMs all fire at the same target or can they fire independently? Do they do the same damage as the AGT?

Crimson, I can also honestly say I really have no desire to try out the new method. You guys can do whatever you want, and I hope you have an excellent time doing it, but I happen to like this game just the way it is. I think if it was as misbalanced as some people here claim it is, I wouldn't have played it for nearly as long as we don't play broken games. That's why FUD doesn't play CS or Generals, for example. The only things we'd like to see changed are bugs like the ob charge, AGT shooting through itself to hit ground units, stuff like that. I don't want any changes made to the maps themselves; we have no problems with B2B anymore, and we think walljumping is a feature not a bug so we defend accordingly.

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