
Subject: Unit Balance

Posted by [m1a1_abrams](#) on Sun, 25 Apr 2004 10:12:57 GMT

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

I agree with all your suggestions except the Orca/Apache ammo. It's a great idea to have them rearm at the Helipad, but I think they need more ammo. In Tiberian Dawn you could build large groups of them, but you only control yourself in Renegade (and other players won't necessarily co-operate with you all the time), so I think it would be better if you had at least enough Orca missiles to destroy a basic tank on your own.

Aircraft in Renegade were either far too weak or far too strong, depending on whether the enemy had snipers. If the Hand/Barracks was down, they ruled over everything, because they could stay in the air indefinitely and their chainguns could rip through both tanks and infantry. Now if you make them specialized, with the Orca finding it hard to take out infantry and the Apache doing little damage to tanks (unless in groups), then you've already narrowed their effectiveness to one type of unit. When you factor in having to return to base to reload every so often, I think you can safely give them a moderate supply of ammo without it affecting the unit balance. They wouldn't be all-powerful anymore, even without anti-air snipers, because they wouldn't be able to damage all units to the same degree.
