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Subject: Unit Balance

Posted by [PointlessAmbler](#) on Sun, 09 May 2004 17:23:51 GMT

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I was thinking more along the lines of actually hiding in a good place. You know, like the windows that overlook the Tiberium field? You're not easily visible there. Obviously there are ways to avoid being shot down. My main point is, why should Snipers be the unit to counter aircraft? It doesn't make sense. Damage is a secondary argument, and I'll admit there are compelling arguments for both sides on that one. My main point is that rocket-firing units should be the counter to air units, like it actually was in C&C, not snipers. Bullet damage to aircraft should be decreased somewhat to reflect the fact that in C&C, bullets couldn't even hit aircraft.

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