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Subject: Unit Balance

Posted by [Homey](#) on Wed, 12 May 2004 00:39:49 GMT

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DeathgodJorgeQuote:On this point: Raveshaw and PIC Syd both kill Orca/Apache in 4 shots. They have a 200m range as opposed to the Orca's 100m range. Are you going to nerf them too?

There is one huge difference. PIC Syd and Raveshaw's only have one-shot clips, doing 80 damage per shot to Aircraft, they have to reload after every shot and have a decent reload time, along with just 100m less range. Havoc/Sakura have 4 shot clips, that fire in rapid succession, with a faster reload, and they do 60 damage per shot to Aircraft from over 300m away. Stop comparing those units. One is designed to be anti-Tank, and the other Anti-Infantry.

Correction: One is anti-everything, one is anti-infantry and light armor.

And that difference on reload times isn't huge vs. an aircraft because generally the infantry can hide. One Raveshaw on the mesa on Walls will be able to remove aircraft pretty effectively, two is suicidal for aircraft to leave their base.

Yup, but if it were a 1v1 the rav might lose, depending on the orca. Hell a havoc or sakura is almost as likely to lose. What I prefer to do is rush up to the wall and repair then kill him.

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