
Subject: Unit Balance

Posted by [tanhm07](#) on Wed, 12 May 2004 09:27:56 GMT

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

Can someone, anyone, tell me how did they know that the Commando in CnC was using the Ramjet that havoc uses and not just another type of sniper rifle? If you can't, then stop comparing them. You're just assuming they both use the same weapon.

And erm, you're(those that want the change) asking what? To make gunners and rocket soldiers and anything with missiles anti aircraft? We, already have an anti aircraft unit - havoc/sakura. You want to replace an anti-aircraft unit, with what? another anti-aircraft unit?

You say that you don't use snipers to shoot at tanks and stuff because they get massive points, but others do, and you're complaining about it. What? you're complaining about what YOU and the others BOTH can ACHIEVE. But just because YOU don't do it, means THEY must not do it?

Played City_flying_exp? Flyingfox has pointed out. Every game, no one buys tanks anymore. All they do is get aircraft and zoom around City_flying_exp became a air dog fight instead of a multiplayer CnC. Missles did shit against them.

Missiles have range right? What's to stop an orca/apache to just continue flying straight until the missle goes boom because its out of range? And the locking sysem, it sucks.

Aircraft easily destroy everything in their path, as long as they are in range. They chew through infantry, high armoured vehicals, buildings. They have been so many god-damned times, when my havoc was taken out by aircraft by ambushing. ACK would know. A competent flyer, would not complain about "OMG I CAN'T KILL THIS HAVOC NOOOO1!!" You complain about havocs/sak making you unable to fly, GO TAKE OUT THE HON OR BARRACKS INSTEAD OF WHINING ABOUT IT.
