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Subject: Unit Balance

Posted by [KIRBY098](#) on Wed, 12 May 2004 12:54:28 GMT

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\*YAWN\*

Nice rant.

The point I am trying to make is this:

The extreme range of Havoc/Sakura doesn't allow the Air unit a fighting chance to even GET TO the area of the sniper without cover. Now I will grant that a skilled flyer can avoid a great deal of flak, but if there are two ramjets out there, it is next to impossible to get in range.

I know. I do this often to air units FROM MY BASE. And God help them if I am on the mesa looking down on thier base...

I am not looking for a fantastic flying p3n15 mobile here. Just dial the damage meted out down a bit. That's all.

And by asking the missiles to home on air targets we aren't exactly asking for the game to be revolutionized. Missiles have been self-tracking against air targets since 1971. Considering C&C's futuristic setting, I don't feel this is asking too much. Let them track, but shorten thier range so the aircraft have an out. Gunner has the ability to release 6 missiles quickly. That's a lot of missiles that would be flying around everywhere if the range wasn't dialed down.

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