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Subject: Unit Balance

Posted by [mahkra](#) on Wed, 12 May 2004 23:02:26 GMT

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Jorgethe Sniper is supposed to be Anti-Infantry while the PIC/Railgun is an anti-Vehicular weapon.

If Havok were actually designed to be Anti-Helicopter, would people still be complaining that the game is "unbalanced" and whatnot? (and on that note, maybe havok actually IS designed to be anti-helicopter. who are we to say it's not intentionally the way it is?)

Basically I'm asking if the problem is that "snipers shouldn't be able to kill helicopters" or if the problem is that "snipers killing helicopters makes the game unbalanced." Because at first I thought people were trying to say the game was unbalanced (which I don't agree with), but everyone keeps mentioning that it "shouldn't work this way," which leads me to believe that people are more upset by snipers being an anti-helicopter unit than they are by the fact that helicopters can be effectively countered by infantry.

People keep saying that Havok/Sakura should not be able to kill vehicles because they're designed to be anti-infantry. But if you believe this, then shouldn't you also say that PICsydney/Raveshaw should not be able to kill infantry?

Really, the elite units are not as simple as Havok=anti-infantry, PIC=anti-vehicle, Mobius=anti-both. It's really more like Havok=anti infantry and anti light armor; PIC and Mobius = anti infantry, anti vehicles, and anti buildings. As it is, PIC and Mobius are already more useful than Havok. If Havok's damage vs light armor is negated, then he will be totally underpowered compared to the other elite units.

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