
Subject: Unit Balance

Posted by [Deathgod](#) on Thu, 13 May 2004 07:05:34 GMT

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Jorge

One is Anti-Vehicular, the other is Anti-Infantry. Yes, you "can" try to use a PIC or Railgun to kill infantry, but with their long reload time, and the fact that it takes 2 shots to kill infantry save a headshot, it makes them easy to kill with any non-Free Infantry, whether it be a Rocket Soldier Officer, SBH, Patch, Tib Syd, a 500 Sniper, and would utterly get owned by a Havoc.

There's no "can" about it, pal. I decimate everything with a Rav/PIC. When I get one, I kill EVERYTHING I see. That includes, but is not limited to, enemy snipers (and all other infantry). You seem to be discounting the fact that free infantry die in one shot, just like with a Havoc/Sakura, and one headshot with a railgun or PIC kills anyone as well. That's pretty fucking important; if you're a good shot, which I am, that means you can potentially get 31 kills with that character, just under the 36 possible from a Havoc or Sakura, but you also do more damage to everything else as well. Rav/PIC is the most utilitarian character in the game for attacking with, period. If you think they're not effective, I question your intelligence.

Jorge

Infantry hiding? Duh, that is the advantages of infantry, and can't Havoc/Sakuras not hide from Aircraft as well?

So you are saying going up against two Raveshaw's with a Orca is worse for the Orca than going up against two Havocs? The two Havocs would shoot you down as soon as your Orca came out from behind the protection of the base.

And the two Raveshaws would also drop the Orca before it got into range, so your point is what? That the Havocs can shoot it down from 50% farther than the Rav can? Whee. I'd rather have a Rav/PIC any day; they're not going to be hampered if someone brings an APC to come slaughter your Havoc. Besides, I think it would be funnier and more demoralizing to shoot the vehicles down when they're in the field instead of in the base; people will just quit if you kill their stuff as they buy it, but if you let them think they have a chance they'll stick around longer so you can kill them more often. I'd argue that this psychological fact makes the Rav/PIC in fact the better choice by itself.

Jorge

Havoc/Sakura have over 100M greater range, do 60 HP per shot (compared to the 80 HP the PIC/Railgun does), and can probably get off 3 shots before the PIC/Railgun has reloaded. So lets see... $3 \times 60 = 180$ and $1 \times 80 = 80$. Comparing them is not going to get you anywhere, the Sniper is supposed to be Anti-Infantry while the PIC/Railgun is an anti-Vehicular weapon.

Except that the PIC/Railgun hurts EVERYTHING a lot, you'd be right... You're disregarding the fact that Rav/PIC do that much damage per shot to all vehicles, can kill buildings (which snipers can't do), and only lose out on body shots to infantry, where they do 40 less damage (40, and not 50, because rail/PIC have 10 points of burn damage on top of the 200 per shot they do to infantry.).

Also, as a general FYI: Havoc/Sakura have 300m range, Rav/PIC is 200m, so it's not "over 100m," it is 100m greater. As I have said before though, if you're letting the sniper have a shot on you at that great of a distance you should be re-examining your tactics, as that (and not game balance) is to blame for your death.
