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Subject: Unit Balance

Posted by [Javaxcx](#) on Fri, 14 May 2004 14:33:25 GMT

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AircraftkillerWhen did I say I wanted aircraft to refuel? I've never said they needed to do that. I only said they need to have limited ammunition and \*rearm\* at Helicopter Pads.

Thats my fault, I read "reloaded" as "refueled".

Quote:The Orca had missiles. The Apache had a chain gun. Neither had dual weapons because they were specialized for a purpose.

Then for the sake of the C&C goal, you would have to eliminate the chain gun on the Orca and make it reload it's payload. You would also have to eliminate the payload for the Apache, but since that didn't have to reload, it would be given unlimited ammo.

Doesn't sound like fun, does it? But hey, thats how the game was played in C&C.

Quote:Snipers aren't balanced, and saying "they're balanced" isn't a reason why they are or are not.

Well, then it's quite obvious that you haven't read a single post prior to your returning, because this issue has been argued over and over again. For that reason, I'm not going to waste my own time restating issues that have been mentioned time and time again.

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