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Subject: Unit Balance

Posted by [flyingfox](#) on Sat, 15 May 2004 04:19:24 GMT

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Some argue that it should only be poor strategy if the enemy has other anti air weapons besides sniper rifles and ramjet rifles.

I'm sure no-one would disagree that they're asking to be shot down if PICs, Raveshaws, laser gunners, rocket soldiers, multiple standard soldiers etc are afoot. But snipers.. seems shitty when there are proper anti air weapons available, such as rocket launchers that don't even do their intended job at a distance.

What DOES half-defeat the argument is if the aircraft are changed, the orca won't be a unit to remove the hill of snipers since it'll have only missiles.

(Also, thanks for the correction, I'd mistaken 90 health left on an aircraft as 160 damage, forgetting the health was set at 150)

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