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Subject: Unit Balance

Posted by [Aircraftkiller](#) on Sun, 16 May 2004 23:52:12 GMT

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If you're going by realism, "snipers" aren't going to destroy aircraft. This is why I keep telling you that you're picking and choosing what you want to support.

From what I know, you don't use anything but a sniper, if you even played Renegade in the past eight months. It's hard to take your word for this when you don't play the game in question and don't even play other C&C games for balance issues based on them.

I already said that certain concessions have to be made. Engineers can't have their repair weapon removed because they repaired buildings in C&C, just not vehicles... But that's something everyone is so used to that it would never fly.

I already said I never wanted the Obelisk of Light to destroy aircraft, this is why I said SAM Sites should be in the Nod base.

I'm not picking and choosing anything, I've had to balance RA out too and the experience gained in that shows that people would enjoy having additional levels with different balancing, which may end up having them played almost exclusively.

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