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Subject: Unit Balance

Posted by [Aircraftkiller](#) on Mon, 17 May 2004 00:12:09 GMT

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Once again, concessions have to be made. Soldiers should logically be able to shoot at aircraft and damage them, but that doesn't mean aircraft should be totally ineffective because of it. Soldiers just wouldn't be as good as a Rocket Soldier or the equivalent AA weapon.

I never once said I wanted the entire game's dynamics changed. Some are good, some are not, and "snipers" are one part of it that is not good. "Snipers = unbalanced" doesn't mean "Everything else needs to be changed."

How would SAM Sites create balance issues? Three SAM Sites in a Nod base would be able to get destroyed by ground units. If lost, the Nod team has to defend their base against aircraft, but not ground threats, because the Obelisk of Light is still operating. Nod would have spread-out defenses instead of one centralized defense structure, the Advanced Guard Tower.

Losing the AGT as GDI means you lose both air and ground defense. Losing the Obelisk as Nod means you just lose ground defense, not AA defenses.

There will be additional levels, if you had paid attention. There will be C&C\_BHS(Levelname) versions of the official game levels that will have different balance changes.

The game isn't being left alone, get used to it.

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