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Subject: Unit Balance

Posted by [Javaxcx](#) on Tue, 18 May 2004 01:19:34 GMT

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Aircraftkiller, don't lock a thread because you disagree with counterarguments to your own. It's pathetic, and you know it.

AircraftkillerSo in some strange way, you're actually agreeing with removing the n00b cannon damage?

I can't understand how someone like yourself is unable see outrageous sarcasm when he reads it.

Quote:Okay, so once again, if the game came with a unit that won the game five seconds after being purchased, that wouldn't be unbalanced... It came with the game, after all.

For starts, this unit doesn't exist. And no, don't whine and say that the snipers do this, because they don't.

Quote:They weren't made to destroy vehicles, it's a bug in the armor.ini.

Obviously not, otherwise this would've been addressed before the flying vehicle patch was released.

Quote:If the GDI destroys the SAM Sites, they earn the right to fly unchallenged by base defenses. Not ground units. They aren't easy to destroy, either, since they pop up when firing, and hide underground when not firing.

The GDI would have the disadvantage. Once the AGT is gone, the entire defense system of the GDI is gone except for Guard Towers, which wouldn't shoot at aircraft.

Are you serious? LOL. I hope not. If you think this is balances the game, then I desperately hope you review on what gameplay is like online.

Quote:Doesn't matter what you were talking about, you never made that clear until now.

WTF does this mean?

Quote:Snipers aren't getting left alone, get used to it.

You can do whatever you want with this mod, but the public will ultimately choose to play whether to play it with these unnessesary changes.

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