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Subject: Unit Balance

Posted by [Aircraftkiller](#) on Tue, 18 May 2004 18:28:17 GMT

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I'm considered to be one of the best pilots in this game and fly better than most everyone else I've met before, yet I still get shot down by some newbie with a n00b cannon in five seconds if I'm just trying to get back to base.

The issue isn't about how skilled with flight you are, because there's too many places for "snipers" to hide and destroy aircraft easily. You hide under the bridge, someone will pop out of the "tunnel" and shoot you up, forcing you to go above... Where you get shot down anyway.

The issue is that they're overpowered n00b units right now and need to get fixed to balance the game out for everyone, not just "snipers" who only use that class of unit and expect to have the game stay the same so that they don't have to learn anything new.

Sorry to tell you this, but I've been playing this far longer than you have, and use all the units on a regular basis. I'm not just an aircraft pilot, I also use "snipers" and it's just as easy for me to shoot them down with the n00b cannon as it is to take them out in an air battle.

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