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Subject: Unit Balance

Posted by [Aircraftkiller](#) on Tue, 18 May 2004 19:53:08 GMT

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I shouldn't be wasted by someone in five shots with instantly hitting projectiles that have no accuracy penalty or distance limitation. That is the entire problem here, why can't you see it?

Would it be more balanced out if the Orca and Apache weapons went 300 meters and instantly hit their target like the "snipers" do? Obviously not because they'd own everything they can damage, sort of like what the "snipers" do.

You miss the entire point, "snipers" aren't AA units, it doesn't matter if there were 50 in the game, they shouldn't be damaging aircraft. Missile, laser, bullet, and tank cannon armed units should be damaging them.

If you don't waste ammunition on aircraft, then how can you sit here and talk about how balanced it is? For fuck's sake the least you can do is argue about something that concerns you.

If you rarely have issues with "snipers" then you're a bloody liar, or you're a god at this game and have some kind of speed and armor hack to stay alive against their projectiles.

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