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Subject: Re: Unit Balance

Posted by [Majiin Vegeta](#) on Sat, 24 Apr 2004 22:16:04 GMT

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AircraftkillerFigured as a member of BHS, I'd start the topic rolling. We want to do some unit balance changes. Almost certainly, we'll end up changing the "snipers" so that they're not grossly overpowered.

This way, aircraft will be usable, without being blown away five seconds after leaving their base.

My suggestions are that missile armed units (Rocket Soldier, Gunner, Recon Bike, MRLS, Mammoth Tank, Orca, Stealth Tank) track units better. This will replace the "need" of "snipers" to destroy aircraft or other light armored vehicles.

Additionally, this would also entail the use of Helicopter Pads where aircraft rearm, and only have one weapon - Orca would be armed with its TOW-2B missiles, six salvos. Apache would have 25-75 rounds of chain-gun ammunition, both would rearm back at the Helicopter Pad instead of endlessly loitering over the battlefield.

i like the first part but the second part about rearming back at the pad i dont like.. tanks dont need to rearm so why should the orca / apache

just give them decent reload times

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