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Subject: Re: Little "trial" on n00bstories servers - might be of general interest  
Posted by [Crimson](#) on Wed, 08 Feb 2006 17:02:25 GMT

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Considering a buggy costs 300 and an APC costs 500, the cost-to-lifespan ratio is much more realistic now. We played in Complex and you could actually take a buggy into the base and kill a solider or two before you were blown to bits. Before, you would blow up pretty much the instant you peeked your head into enemy sights.

The change is so subtle it's amazing, really. The same units still do significant damage. Pics and Ravens still hurt them the same amount. Changing the armor ONLY affects snipers. Havocs do about half their previous damage to the previously-light-armored units and the 500-credit sniper rifles do less as well.

As I've said many many many times, I don't want to run one of those servers with 498 modifications. This was a simple change.

Don't knock it until you try it.

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