
Subject: Unit Balance

Posted by [m1a1_abrams](#) on Sat, 01 May 2004 18:38:57 GMT

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Javaxcx Since you can't stop people from shooting at a light armour airbourne vehicle, and you're going to have a sniper rifle with an armour piercing bullet, you can't seriously think that the damage of a high powered AP bullet wouldn't inflict some serious damage to any LIGHT ARMoured VEHICLE.

There are a couple of things you can do, change the Ramjet to not fire an armour piercing bullet, or you can shut your gob and stop whining, really. Keep in mind though, if you're going to forego AP bullets, the snipers cannot practically damage any vehicle at all, which, given the nature of the game, would make it considerably less fun.

You've got a fine line between bastardization and fun, just remember that the nature of the game isn't to bastardize as much as possible, it's to have fun.

This seems familiar somehow. Anyway, you might have noticed that the rest of the game isn't particularly realistic with regards to damage caused by the different weapons. Tanks survive the impact of multiple anti-armour shells before they're finally destroyed, and infantry can walk around after taking a bullet to the heart from a high powered sniper rifle without any ill effects. Now I suspect that this was also with the idea of making the game more fun to play, like you suggested. However, if you can apply that idea to tanks and infantry, why can't it be applied to aircraft? I would find the game to be much more enjoyable if I could fly my Apache out of my base without having to worry about being downed in a few seconds, by some snipers firing at me from way out of my range.
