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Subject: Unit Balance

Posted by [Battousai](#) on Sun, 02 May 2004 03:03:23 GMT

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Is there a way to make critical areas on vehicles? If you hit a vehicle in different areas, it does a different amount of damage? I feel like that's the best solution to the orca-sniper balance problem. If the sniper can hit the orca in the cockpit then the pilot should die and the orca should crash, elsewhere the sniper does no damage.

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