
Subject: Unit Balance

Posted by [tanhm07](#) on Sun, 16 May 2004 07:11:34 GMT

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tanhm07

EdiT: Bah screw it. Since its not gonna be implemented to ALL official maps, go aead. Make it ^.^ I'd like to see what happens. City_flying_exp2??

and when it comes out, be sure to post it in the pits.

Btw: The point of beta testing is to see if the people like the change. or game. Maybe ea stop supporting rene because people at rene didn't listen to players opinions. I'll speak again once the map comes out and i've tried it. Then i'll say if the changes are for better or worst. maybe if its good we'll make it to all the maps?

Btw: clarification. I opposed to the changes because i did not want a city_flying_exp2. Not because i'm nota gainst the points havoc gained. But i still agree with the damage. Maybe if you tone it down to 1.5 times that of deadeye to vehicals. I'm still ok with that.
