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Subject: Unit Balance

Posted by [flyingfox](#) on Sun, 16 May 2004 23:36:55 GMT

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I still propose the 1.5 upgrade that no-one lest a bare minimum of people seems to have read. A reminder: With this new change, it'll take 7 shots to bring down an aircraft, and do 45 damage per shot to all other light vehicles (excluding perhaps chinooks, since we might see a different armour type on them). This means hummvees will die in 7 hits, buggies 6 hits and artillery/MRLS 9 hits.

With 1.5 the damage of a standard sniper rifle to light armour, it's fair that the ramjet has more power, but not a lot more power and it keeps its purpose as an anti infantry rifle.

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