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Subject: a bug that isn't a bug... BHS please look before acting

Posted by [spotelmo](#) on Wed, 25 Aug 2004 14:23:18 GMT

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this is from blazer's sticky on updates being planned...

"Snipers doing excessive damage to light armored vehicles (Apache, Orca, MRLS, Mobart) \* "

from what i remember, that isn't a bug. the sniper was chosen as the weapon to counter these long range and hard to target vehicles. i recall westwood specifically mentioning that the sniper would be the counter to the aircraft when they added them. and for the long range vehicles, without fear of a sniper, they will be devastating.

please don't change that, it was intended to be that way.

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