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Subject: Fix the damn gun

Posted by [liberator](#) on Tue, 07 Dec 2004 23:25:55 GMT

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A sniper rifle, even a 50 cal, has 2 instant killzones. Between the eyes and centermast. Anywhere else may be a mortal wound, but if we're talking realistic, infantry weapon ranges should be tripled, tank ranges and damages should be quadrupled and all tanks should have one-hit kills on infantry that are anywhere near a shell when it goes off. But we aren't talking realistic, we're talking fair and play balanced. A n00bjet offsets the play balance too far in favor of the team that has them. A team that has lost their vehicles can still defend against an enemy attack easily, unless the opposing team has a n00bjetter. Then it's only a matter of seconds before the adv. inf defenders are toast and the enemy walks into the base effectively unopposed because basic inf can't defend against a med/flame tank rush.

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