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Subject: Re: turning points fix on and off

Posted by [Chuck Norris](#) on Thu, 03 Jul 2008 05:30:13 GMT

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Whenever I used to play at any servers, they all seemed to have it to where a sniper does half damage to light armored vehicles (ten shots to kill a MRLS/Arty instead of the normal five). Jelly Server was like this last I remember, but I haven't used a sniper against a lightly armored vehicle there in a while, and it's been a while since I played there. If it's not like that these days, then I guess what I said isn't true anymore.

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