
Subject: Unit Balance

Posted by [flyingfox](#) on Tue, 04 May 2004 22:25:37 GMT

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I'm against the damage they do, but I can't help but think about what happened in city_flying_exp that aircrftkiller done. Ramjets could barely damage aircraft, rockets could home in on them, but that didn't seem to stop their domination on the field.

Here's a fact though: Ramjet rifles do exactly DOUBLE the damage of standard sniper rifles to light armour. Standard rifles do 30 per shot, ramjets do 60. Looking at this from a different viewpoint, doesn't it seem fair that a character double the price does about double the damage with the same warhead against the same armour type? The ramjet rifle is like a high velocity sniper rifle. It's not a sniper rifle like some would have you believe.

I propose this: Ramjet rifles to 1½ times the damage to light armour (this includes aircraft), instead of double like it is now. If it was this way, it'd take exactly 7 shots to bring down an aircraft. You do the math, it's correct. Good for the price AND fair enough for the drivers and pilots. By this standard, aircraft would last longer, but not a lot longer.
