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Subject: Point system tweaks (help me out on this)  
Posted by [Anonymous](#) on Fri, 12 Apr 2002 22:06:00 GMT

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ahah yeah, sniper wars in CS were a bit of a drag, but the thing is in CS all it was, was infantry, but in this game there are tanks and soon aircraft. So while infantry wise it might turn into a sniper war, it would be the tanks job through teamwork to clear some of the snipers out. If they did less damage against light as I said they should, the light vehicles have more firepower and are naturally better at flushing them out than the heavy armored vehicles which aren't bad themselves. Imagine buggys/humvees that are a bit more immune to snipers, 500 for snipers 300-350 for the buggys/humvees, it would give them more of a use again. Then you have the heavy armor with my slight damage increase recommendation still easily surviving a large amount of sniper shots clearing them out, tanks and remember apcs, while never used to kill infantry when they ARE used they kill them quite quickly and painlessly.

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