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Subject: Re: EA and BF2

Posted by [Javaxcx](#) on Fri, 17 Jun 2005 15:19:02 GMT

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Well, technically they do, but not by any appreciable amount. Certainly not at only 200 yards (assuming you're shooting at a 0 or 180 degree angle parallel to the ground). If you're shooting up, you can just expect some drag and you'll get a projectile type of motion with it.

But that is simple physics, and I highly doubt that DICE factored in gravity into the bullets.

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