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Subject: Re: Little "trial" on n00bstories servers - might be of general interest  
Posted by [Dr. Lithius](#) on Sat, 11 Feb 2006 03:32:19 GMT

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I have yet to see any huge difference in gameplay since the change over, myself. ...well, aside from the fact Auto-Rifles and Chainguns do squat against Orcas now. Most people are smart enough not to stick with bullet infantry knowing they're about to get an assramming of Buggies/Humm-Vees and Engineers, though. Even before the change.

In short...I really dig this. Keep it as it is if you were planning to do otherwise. Humm-Vees, Buggies, Orcas, Artillery, and MRLS units all still end up getting demolished by other infantry (such as my Sydney) or vehicles, but can no longer be easily penetrated by a hellstorm of gunfire. ^\_^

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