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Subject: Re: Falling damage

Posted by [Wiener](#) on Tue, 03 Feb 2009 10:52:08 GMT

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Why is it intended to lose health based on percent and not on falling height?

EDIT: an example...

I jumped down wf on a flying map.

soldier (100) lost 18 =18%

patch (200) lost 36 = 18%

havoc (250) lost 44= 17,6% (maybe jumped a tad higher)

So why is it intended to lose more health from the same free fall just because I have a heavier character?

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