
Subject: Unit Balance

Posted by [m1a1_abrams](#) on Wed, 05 May 2004 05:01:00 GMT

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Anywhere between 20 and 40 players, depending on which server I'm playing on and how full it is. It's true that the larger the server is, the more unbalanced Havocs/Sakuras are against light armoured vehicles. The thing is though, you could theoretically have a lot more Raveshaws/PICs while the vehicle limit remains the same, but that doesn't make anywhere near as much of a difference to tank warfare as the extra snipers do to flying. Even in larger groups, Raveshaws and PICs still need to be relatively close to tanks to damage them. If the tanks move away, they have to follow them to stay in range, possibly having to move out of cover. They can't just stand in a tunnel entrance and be able to hit anything within viewing distance. It's the Ramjet itself that's unbalanced, not the larger servers, because it shouldn't be doing that much damage to light vehicles at sniper rifle range.
