
Subject: SNIPERS SHOULD AND ALWAYS WILL BE EFFECTIVE AGAINST VEHICLES

Posted by [Homey](#) on Sat, 08 May 2004 14:56:48 GMT

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flyingfoxHe's quite right about the rule the battlefield part. The one time this invulnerability theory was tried out, rocketeers were supposed to be the anti aircraft units, and their missiles could heat seek (the map was called City Flying Exp). That didn't seem to stop orca/apache domination on the field, and it was all anyone bought to sum it up.

While we're on the subject, transport choppers don't have enough armour/protection. It's too easy to die, which doesn't equal their abilities if they made their goal. They're not much different than APCs, and much less cheaper because they can't run around killing every soldier that moves. Absolutely anything can attack them and they're defenceless, aside for being able to crush infantry. You see, they were designed n00b-friendly so that "snipers" could shoot them down 7 seconds after they're exposed and have a good laugh out of watching them fall, whilst honing their skills trying to hit the pilot as he falls.

Hell, even thinking about it makes me laugh.
I agree with the transports need more armor...
