
Subject: why does the humvee have so little armor????
Posted by [Aircraftkiller](#) on Fri, 14 May 2004 21:48:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

The Humm-vee is a lightly armored assault unit meant for taking out structures (Great job to WS for nerfing the machine gun damage versus buildings by 400% :rolleyes:), infantry, and other lightly armored vehicles.

It should be \$400 credits, but for some reason, they felt it should be \$350. God only knows why the Artillery and MRLS are \$450 instead of \$600 and \$800, respectively.

It's fast, but sacrifices the speed of the Buggy for 25 extra armor and health points. It was like this in TD, too.
