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Subject: Snipers with Ramjet vs Air units.

Posted by [flyingfox](#) on Wed, 19 May 2004 15:14:40 GMT

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FalconxIOne of the few times I got a chance to play with Devinoch durring the air beta he was asked why snipers damage aircraft like they do. His responce was, "They don't have time to to make the rockets anti air." People wanted the Aircraft imideately which lead to the counter units not being set up and the lame ass system we have now being set up.

That's an excellent point, and definety means to attempt these changes. However, only a handful of people on this forum have actually played city flying exp, which didn't go down too well (Remember, missiles on various vehicles and rocket soldiers could home in, snipers did 20% of normal damage of air units). Apart from the rifle soldiers decreased damage against aircraft, I'm still wondering what went wrong. In theory, it was balanced. Perhaps not enough people used anti-air units to keep the aircraft away (remember, these games were around 10 v 10 - 12 v 12 in size), so maybe it's best to have an uber powerful unit to eliminate them since they've got the strength and speed to eliminate every other vehicle with relative ease.

If it can be re-released with the rifle soldier damage fixed, then someone with interest in this discussion, if not me, should ask speedy to host it for a while. His server always gets players; why not put this whole argument to the test since there's a level available to test it?

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