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Subject: a bug that isn't a bug... BHS please look before acting

Posted by [PermaGrin](#) on Thu, 26 Aug 2004 01:34:23 GMT

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Yes but the laser rifles have less range than the infantry units of same price for GDI. Also they wont home. Now of course when an aircraft come in range of the laser weapons, swiss cheese is the result.

I think a good idea to balance it, would be improving the armor the the equivalent of that of the BC5 veteran armor or even maybe elite. I do agree the point system on shooting a tank blows major ass. By fixing that, I think people will be less likely to shoot a mammy for like 15 points a shot or so. Give them a few points, hell, give them 0 points for shooting tanks.

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