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Subject: Re: Need a coder for a balance patch  
Posted by [Renx](#) on Wed, 02 Jan 2008 18:21:57 GMT  
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Just because they give off less points now doesn't make them any more of a counter. An APC is still going to kill one in seconds regardless of how many point it gives away. A ramjet is still going to run away from a LT regardless of how many point it gives away. It's great that the game is more balanced now in terms of points, but that doesn't change the balance in terms of damage.

If you changed it so Artillery gained no point for attacking buildings, would you not still use them in a community match? Of course you would, because they're excellent at killing buildings and the objective is base kill. If you're a ramjet, the objective is killing infantry (moreso now because of the point fix, the objective never should have been whoring points from vehicles), and they're far too effective at it.

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