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Subject: Ramjet

Posted by [flyingfox](#) on Thu, 07 Oct 2004 09:30:30 GMT

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icedog, let's not forget how long buggies/humm-vees survive with just one or two n00b cannons shooting away. The only units that should be chipping that much off of vehicles are characters with anti vehicle armory, not instant-hitting, no-skill sniper rifles. when spotted by a n00bjet, either vehicle will have about 7 seconds to either kill them or get out of sight. let's not forget lag, which tends to give them another half second over you.

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