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Subject: Fix the damn gun

Posted by [Spoony\\_old](#) on Fri, 10 Dec 2004 01:39:38 GMT

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OK, my thoughts.

I personally don't care all that much about their one-shot kill on basic infantry, or the fact they do rather a lot of damage to higher-class characters with a mere bodyshot. I can understand why others might, but I don't. Simple reason is well over 99% of players who choose the Ramjet over the 500 sniper are, quite simply, inferior shots.

(I don't claim to be much good at sniping, but when I do choose to buy a sniper, I always seem to follow the same pattern: kill 4 havocs, get killed by a deadeye. kill 3 havocs, get killed by a deadeye. It happens 99% of the time, and I do not believe it is a coincidence)

I am concerned about the damage they inflict on light vehicles. What are supposed to be the anti-tank units in Renegade? PIC/Raveshaw, Mobius/Mendoza, Gunner etc. A ramjet can take out a light vehicle faster than any of the above, and does NOT have the weaknesses each of those weapons have (PIC reload time, Mobius short range, Gunner rocket can be avoided). If anybody does not believe that is complete bullshit... they are, quite simply, wrong.

If anybody believes that will make MRLS/Artillery too powerful, then you really don't understand the game, because ramjets are not and have never been the best weapon for killing those.

However, the main problem is the points. Nobody has ever provided a logical explanation why a ramjet should get 10 points a shot or more (depending on the vehicle), for attacking something it does negligible damage to. It makes me sick to play in a 50 player server where 30 players have been n00bjetting ever since they had \$1000, and by the end of the game they have zero kills, done absolutely nothing to affect actual gameplay, but have 5000 points to show for it. Again, the word "bullshit" is the most appropriate description I can think of.

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