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Subject: Havoc\Sakura on Ramjet Rifles - Final Word  
Posted by [flyingfox](#) on Mon, 13 Dec 2004 02:05:06 GMT  
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What needs to be done anyway is,

-Nod rifle soldier damage increased to that of GDI's rifle soldier against light armour, making them as useful against light vehicles such as the apache and orca, but with the same firepower against other infantry (so for example the gdi soldier will still be better than the nod soldier face to face).

-Next, the aircraft themselves need to have limited ammunition and a damage of 0 against crushing. helipads need to be added to re-equip and heal them.

-The ramjet's damage against CnCVehicleLight needs to be thirdded down.  
The damage against skinflesh and shieldkevlar (infantry) should be made 1.8 (180) of the normal sniper rifle, allowing normal soldiers to survive a hit but still allowing any soldiers to be killed in 2 hits.

-Homing missiles must be added for both sides' rocket soldier and GDI's gunner. right click should fire a standard missile.

(sweet, silver's allowed as a colour)

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