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Subject: Havoc\Sakura on Ramjet Rifles - Final Word  
Posted by [Aircraftkiller](#) on Mon, 20 Dec 2004 00:19:08 GMT  
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You can't counter something that's uncounterable by anything but the same type of unit. You know why RTS games like Command & Conquer are balanced? Because every unit has a counter. You should never have to send the same unit after another identical unit to kill it as YOUR ONLY EFFECTIVE SOLUTION.

For example:

Rocket Soldiers destroy tanks. Tanks can run over Rocket Soldiers but this isn't easy. Rocket Soldiers are extremely susceptible to Rifle Soldier fire, or any kind of AP fire.

Get how that's balanced? The Rocket Soldier is good against one thing, but not everything. The Ramjet is good at EVERYTHING! Same with the stupid 500 credit sniper too.

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