
Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [m1a1_abrams](#) on Mon, 20 Dec 2004 02:29:29 GMT
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Blazer!ve always said I think the Ramjet should damage vehicles, but much less than it does now, with a lot less points. It should continue to do the same damage to infantry. The 500 cred sniper rifle should NOT damage vehicles AT ALL...come on its basically a deer rifle it shouldnt be able to take out a mrls/mobart from across the map.

Anyone disagree with this?

It depends how much damage you think the Ramjet should do. If you're thinking around the level of damage to light armour that the regular sniper rifle does currently, then I would have to disagree.

On most maps infantry have the ability to fire out from inside cover that can't be reached by vehicles. If you're in a Buggy on City Flying, you have almost zero chance of winning a fight against a skilled Deadeye firing from the tunnels. He can move in and out of cover, hitting you instantly from long range until he's chipped away all of your health, and the only thing you can do is withdraw from the field. You can't fight back because if the sniper hides in the tunnels, you can't reach him with your vehicle, so you can't damage him. The long range and the instant hitting properties of the sniper rifles are just too much in conjunction with the ability to make yourself impervious to harm when required. It doesn't matter how much you reduce the damage vs. vehicles unless you make it almost negligible, because they can keep firing at you with no fear of retaliation. All that damage they're inflicting builds up over time and it's not like snipers are going to be the only enemy shooting at a light armoured vehicle. Against infantry it's more balanced because they can follow you into cover and engage you at close quarters.
