
Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [flyingfox](#) on Mon, 20 Dec 2004 18:21:41 GMT

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=[DT=gbull=[L]=]

Ramjet < Tiberium Flechette Gun
Ramjet < Laser Chaingunner
Ramjet < Stealth Black Hand
Ramjet < Armored Personnel Carrier
Ramjet < Medium/Light Tank
Ramjet < Better Sniper

All of those get wasted except the med and apc, and the sniper doesn't count.

Look, the bottom line is, fuck that. Some people want to actually enjoy their game instead of losing their vehicle in 10 seconds to instant hitting, almost impossible to counter n00b cannons. Of course you would say I should send an SBH or apc or whatever over there to counter the sniper. What then? I go back to using what I want to use, and out comes another n00b cannon.

It's like saying if there's a pesky fly in your house and the only way to kill it is to crush it, you should keep throwing fly repellent at it to temporarily weaken it. Then it keeps coming back and all you want to do is relax and watch some tv.

Let's not forget how many people use them once you've no bar/hon...it's seriously impossible to have a GG once that happens, since you get wasted over and over as you leave buildings. Why bother dodging? you'll die anyway. At least you stand a chance w/a rifle soldier against any other character.

The bottom line is that their damage values need toned down or they need to be removed completely along with quite a few other changes to compensate. And nobody has refuted falconxl's point about renegade meant to having seek-out rockets instead of ramjet rifles.
