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Subject: Havoc\Sakura on Ramjet Rifles - Final Word  
Posted by [buxton4](#) on Mon, 20 Dec 2004 22:52:18 GMT  
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JavaxcxAircraftkillerThe Ramjet is good at EVERYTHING! Same with the stupid 500 credit sniper too.

So is Mobius.

Frankly, what you and everyone else seem to be whining about with these sniper's is that they can in fact... shoot long distances. We're all agreed that the points given per sniper bullet are way to high. So that should be changed for the sake of balance. However, when it comes to the damage the Ramjet and the basic sniper rifle do against vehicles, all of you use your brains and stop thinking on an all-or-none basis.

What most of you seem to be forgetting is that Renegade is based off of (not a replica, as far as I know) of an RTS (real time strategy game) called Command and Conquer Tiberian Dawn. ADM is absolutely right. Stop whining about why there is a big bad sniper owning you and select a unit or a vehicle that can deal with it. If you don't have a barracks, Hand of Nod, war factory, or airstrip because your team sucks the wang chung, your arguements are all but invalid. Believe it or not, the sniper's damage and capabilities are easily matched by many units. What people seem to forget is that regardless of how powerful the sniper is, he still has to HIT you in order to do damage. In which time, you can quite easily unload as many rounds necessary from one of the semi/automatic weapons necessary to take him out.

But even more importantly, if there are an abunance of snipers on the field, and you still have all your buildings, get a damn tank and ignore them. It is the faulty strategy on the sniper's team that will result in the ownage of their base by YOUR tanks. If you don't have the necessary buildings, you've already fucked up and those snipers have every right to kick your ass.

What I find entertaining is how much you nay-sayers are trying to balance the game to be exactly like the original Command and Conquer. All the while forgetting that just about everything you're striving for would result in a game far more unbalanced then you claim it to already be. Last time I checked, TD starred Orcas which didn't have machine guns. That's fine. But then again, the only infantry that could hit it were rocket soldiers, certainly not any vehicles that I can recall off hand. So what does that mean? When you lose the Hand of Nod, you lose your ability to destory Orcas? Or what about APCs? Couldn't a set of 5 or so GDI or Nod soldiers wipe out an APC in under 30 seconds? Doesn't that kind of firepower render base defences all but obsolete? The list goes on and on.

Stop whining about the damage dealt by the Ramjets because they don't correspond with the original Command and Conquer (because, after all, there were no Ramjets in TD, or Repair guns, or specialized characters outside the commando, or PICs, or Railguns, or Stealth Blackhands, etc) and deal with the problem strategically. The game has lasted for an approximate time of 3 years on these settings, and it has been fine.

Great sense Java, you shot down both arguements and put forward your own argument, with just one post.

OT: any idea when fudonline will be back up I need to re download arnie's stirngs after installing CP1

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