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Subject: New to the scene...

Posted by [liberator](#) on Fri, 04 Feb 2005 17:02:47 GMT

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Oh, I forgot to mention something about Havoc/Sakura/Ramjets(sometimes you can pick one up from a weapon spawn, which some servers has as a mod).

In addition to killing basic(free) infantry with one shot, and advanced with 2. They're weapons are also highly effective against aircraft and light vehicles. Also, they out range the Mobile Artillery, which is stupid.

It's something of a sticky subject with some of us, because everybody recognizes that the Ramjet(hereafter referred to as the n00bjet or n00bcannon) is a over powered, hacked up weapon that is based on a weapon that the army deploys with 2/3 man teams(a 50cal anti-vehicle rifle) that must be fired from a prone or seated position with the weapon firmly mounted to a bi/tri pod. One soldier can barely carry it, much less the 36 rounds of ammunition that comes with the Renegade version.

Also, there are a LOT of snipers in this community, far more than would ever be in a C&C battlefield even if you could build them, so try to stay of open unconfined spaces. I've made a request that at least the n00bjet be limited like the vehicles are. I've been in several games where a team(usually GDI), kills the Hand of Nod and the Airstrip, and then camps in their base while 9/10 of their team get ramjets to pad their score. It's really quite pathetic and borders on abuse.

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