
Subject: Re: armor.ini in the always2.dat
Posted by [matty3k10](#) on Thu, 07 Jul 2005 17:44:38 GMT
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Or you could use Weapon_RamjetRifle_Player aka "1 shot Ram Jet" It uses Steel as its warhead so it dosnt damage Light armor vehicles as much. The only problem is you cant make the clip size bigger than 1 (atleast I cant) but if you could then it would work or perfectly.

Oh and for the medium armor type I set that to the transport heli in the Xphaze servers and it still gets wasted by the AGT rather fast and it takes like 20 or 40 damage from 1 ram jet shot.
