
Subject: Re: n00bjet-no

Posted by [PlastoJoe](#) on Tue, 18 Apr 2006 05:49:02 GMT

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A "good" Havoc can eliminate both of them within a short amount of time since the Ramjet does disproportionate damage to both the artillery and the aircraft. I have been under Ramjet fire in both vehicles and I know how fast they go down. And you can only return fire if you can determine from where the Havoc is shooting, which can be difficult when your attention is directed towards attacking the enemy base or another vehicle.

Here I am thinking mainly of Walls_Flying, though City_Flying is the almost the same way. On top of a building in Walls, a Havoc has a great view of the sky. And in the alcove by the highway in City, a Havoc has the same advantage with considerable cover from air attack.
