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Subject: Re: n00bjet-no

Posted by [nukchebi0](#) on Tue, 18 Apr 2006 18:22:13 GMT

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Goztow wrote on Tue, 18 April 2006 02:36The way to fights havoc is with a sniper. It's simple as that. If your enemy has a sniper sniping heli's, then go snipe the sniper. If he's dead, he can't snipe your heli, can he?

The only unfair point of ramjets is the ridiculous amount of points they make. Other than that, it balances the game perfectly. It's the only serious thread against heli's who are overpowered alltogether. Also they cost 1000, so it's not as if you can waste so many of them. They also suck against heavy or medium armored tanks, making them useless during a rush. Therefor, 1 ramjet can be a necessity, 4 ramjets will make you simply loose the game if the enemy team is organised.

Some people don't understand that if there are too many ramjets, you could just use a unit that ain't harmed by it.

As I said: the only unfair part is the amount of points they gather from shooting tanks.

Finally. I said twice use a flame tank, or a light tank, as it removes them effectively.

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