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Subject: Re: n00bjet-no

Posted by [Aircraftkiller](#) on Fri, 21 Apr 2006 16:27:19 GMT

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mrpirate wrote on Thu, 20 April 2006 00:54havoc9826 wrote on Thu, 20 April 2006

00:11Sniper\_De7 wrote on Wed, 19 April 2006 19:16Not really, Westwood just threw it in there to counter copters

First of all, that's inaccurate. The Ramjet Rifle was in the multiplayer game before the 1.030 patch introduced the flying vehicles to multiplayer a month and a half after the game's release. It was also used by one Black Hand Sniper on top of the Comm Center in the second to last mission of singleplayer. Unless you have evidence that EA was planning, before crunch time, to have Westwood finish user-operated flying vehicles after the game's release, that argument is shot down.

If I remember correctly Westwood wasn't able to get seeking rockets to work in time for release with the 1.015 or whatever patch added aircraft, so the Ramjet was used as an anti-aircraft gun. Perhaps someone like Aircraftkiller who actually knows what they're talking about can clear this up because my memory is spotty.

During the flying beta test, Devinoch had told us that n00b cannons were made the principal means of AA fire because WS didn't have the time to make missile equipped units lock on to targets properly. This is where everyone arguing for the n00b cannon is wrong; so please, shut up about it. I've been around since long before all of you were, in all the beta tests. I know exactly what happened, so if you want to tell me that n00b cannon Ramjet Rifles are balanced then you'd better start telling me that the sky is green, because I'm not going to believe either...

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