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Subject: Re: n00bjet-no

Posted by [MexPirate](#) on Tue, 23 May 2006 22:27:18 GMT

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To be honest if you are going to pay 1000 credits for a character you want it to be something special - the PIC/Railgun is excellent for killing infantry, I find it acceptable that paying 1000 credits for a unit should allow you do damage against SOME vehicles - a technician/hottie can still repair faster than it can do damage and a skilled copter pilot/another sniper have a fair chance of taking the enemy ramjet out.

Also worth noting that if you pay 1000 points for a ramjet and the tanks come rolling in you are completely useless - thats a big disadvantage for any unit to have.

The only problem I have with the ramjet is that it gives you so many points for hitting heavily armoured vehicles.

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