
Subject: Re: n00bjet-no

Posted by [ripred999](#) on Wed, 24 May 2006 12:54:48 GMT

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1)GET BACK ON TOPIC

2)sniper de7 you want reasoning you got it!

1)if you are killing infantry then yes its probably one of the best, if not the best.it has 4 shots per round unlike PIC has only one and takes a long time to reload, but if your goal is buildings PIC is better. compared to the volt auto in killing infantry the ramjet is better. now if your goal is to *KILL* heavily armored vehicles the volt auto is better. and yes since the ramjet gets lots of points for attacking heavily armored vehicles it gives the person using it an advantage so why wouldnt someone use something thats to their advantage? tell me.

2)helis and orcas. do you know how effective an orca rush would be on a map with no base defense, probably even with, if there was no ramjets? in a map with base defense the enemy base would be destroyed in 2 or 3 rushes.(maybe even 1 if the rush was really big.with out base defense one rush would be enough.

3)arties and mrls. also these kinds of rushes are extremely effective.lets take walls flying or just regular walls. 3 mrls with 1 engi park themselves on the left side of the mesa looking from the gdi base. they start firing at the ref. when the health of the ref goes up more than it goes down they start attacking the HON. a few seconds later "hand of nod destroyed". then they fight off a tank or two and retreat. this is all assuming there is no ramjet. with ramjets in the game they wouldnt last enough to even switch to the HON. and if you dont believe that happened im not going to force you, but just to inform you i have almost destroyed the HON alone while one other person was attacking the ref.