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Subject: Re: n00bjet-no

Posted by [Sniper\\_De7](#) on Wed, 24 May 2006 13:40:34 GMT

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ripred999 wrote on Wed, 24 May 2006 07:54:11)GET BACK ON TOPIC

2)sniper de7 you want reasoning you got it!

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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.

1. All infantry are pretty poor at killing buildings, it takes like probably 6 gunners to be able to kill a teched building, (I think even gunners might be more effective at killing buildings than PICs) So that being said, it's seriously ineffective for any infantry to kill a building on the outside without some vehicles shooting at it (to which the vehicles are considerably better at it) By the way, A solitary PIC can't kill buildings on the outside, which kind of defeats the purpose of having a goal to shoot at buildings.

2. Not that very effective if a team knew what it was doing. A raveshaw/PIC is easily capable of doing good enough damage to kill a copter, not to mention, you can also \*BUY\* a copter yourself, can you not?

3. No, those rushes aren't effective if the other team isn't moronic. 3 MRLS with an engineer repairing it? I'd just love to buy an arty to completely whipe them out. Yes, often it only takes one arty, preferably with one tech and then kill them all. The part you're confused with is you're saying it's impossible to kill arties and MRLS without ramjets. You're wrong, and very much so. If a team had a bit of teamwork (Like the one you're assuming has, since it would require a bit of teamwork for a team to get 3 MRLS, then the team would have some light tanks and artys and rush the MRLs, and they'd also be out about the same time as MRLs before they had a chance to shoot hon/ref. You can't use that as a reference when one team has poor teamwork. You can kill MRLs/artys very easily with any unit just as long as you have teamwork guiding you. (You often

don't need to anyways if you're a decent player since getting 3 mrls on walls/walls fly is probably pretty stupid or at least the way you put it out to be was.

You've done the same thing with the second one too, because if there were no ramjets you assume a team defending against an "orca rush" would have absolutely nothing to defend against it (ie, maybe apaches and ravesaws?)

Point is, you do *\*not\** need ramjets to kill arties, or even teched arties. There are tanks to do that, not a wonderweapon which can do everything

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