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Subject: Snipers with Ramjet vs Air units.

Posted by [KIRBY098](#) on Mon, 26 Apr 2004 16:24:49 GMT

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A ramjet is designed around massive damage to armor, but I also agree that flying a unit into the field in walls flying shouldn't last 2 seconds.

How about this:

1. Make it possible to snipe the pilot (Difficult at best, and therefore self limiting in balance )
2. Making parts of the vehicle more susceptible to severe damage by ramjet than others. IE if a sniper can take out the VTOL fans the veh is toast, but if it passes through the tail there would be no real difference other than a minor armor degradation. (This too, would be self limiting, considering most Ramjet Monkeys can't shoot worth a damn, let alone hit a jigging highly maneuverable vehicle moving in three dimensions.)

This is what allowed the P-50 Mustang Tank killer to take hundreds of AA rounds and still make it home during WW2, and Vietnam. I believe a feature like this would bring folks like TrueADM, and others back to Renegade.

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