

---

Subject: Snipers with Ramjet vs Air units.

Posted by [Aircraftkiller](#) on Mon, 26 Apr 2004 16:55:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Both aren't possible and neither are C&C related.

Damage locations were only used in Earth & Beyond, the code for it is obsolete in the Renegade iteration of W3D.

It's best to allow missile armed units to take down aircraft. Something that's fair for both sides. Orcas, Apaches - they can't reach 300 meters like a "sniper" can. Why should "snipers" get that huge advantage? It makes much more sense for SAM fire to be used against aircraft instead of some loser with a huge rifle that would knock them over when fired.

---