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Subject: Snipers with Ramjet vs Air units.

Posted by [IRON FART](#) on Fri, 30 Apr 2004 22:45:04 GMT

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SeaManAircraftkiller

Damage locations were only used in Earth & Beyond, the code for it is obsolete in the Renegade iteration of W3D.

But it is possible to make certain parts take more damage than other parts.  
Not on vehicles. Only infantry and Structures.

And the Apache/Orca should be able to be hit by a Ramjet rifle with minimal damage. They aren't made out of cardboard. I understand maximum damage to people, but the Orca and Apache are armored vehicles and should be able to win with ease against a sniper.

I think the Orca or Apache should be able to do sideways movement like strafing seeing as they would be able to do it in real life.

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