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Subject: Snipers with Ramjet vs Air units.

Posted by [PointlessAmbler](#) on Tue, 18 May 2004 22:43:07 GMT

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Having a PIC Sydney or Raveshaw shoot down aircraft is fine, they're intended to be anti-vehicle (and anti-building, and anti-infantry if you're any good). All I think is that any unit with a Sniper/Ramjet Rifle shouldn't do ridiculous damage to helicopters like they do now. Snipers should do virtually no damage, and the Ramjet should do maybe a little damage (to please the people that quote the manual and proclaim that the Ramjet fires jet-powered bullets), but remember that Snipers are anti-infantry. Does getting hit with 5 large-caliber sniper rounds destroy a helicopter in real life? No. It would be barely damaged. Did snipers (Commandos) do lots of damage to light vehicles in C&C? No. Therefore, it should be changed, as it defies all logic AND continuity, as well as being unbalanced.

Javaxcx

If you are going to do that to snipers to "be similar to C&C", eliminate the engineer's pistol, and nerf the technician's to do virtually no damage. That's also similar to C&C.

There's a difference between changing things that are broken and changing things that work the way they are. Just because I want to change one issue doesn't mean I want to change the entire gameplay dynamic structure.

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