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Subject: Snipers with Ramjet vs Air units.

Posted by [Javaxcx](#) on Wed, 19 May 2004 01:24:41 GMT

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PointlessAmblerDoes getting hit with 5 large-caliber sniper rounds destroy a helicopter in real life? No. It would be barely damaged.

I'm going to say to you what Aircraftkiller tried to argue with in the thread that he locked, (3 times, now). C&C is not realistic, so it is irrelevant if a sniper rifle in real life would be able to damage an aircraft. In all likelihood (yes, I'm going off on a tangent), if an extremely high powered sniper rifle were to be fired into the gas tank of a helicopter, it wouldn't be 5 shots to take out, it'd be one.

Quote:Did snipers (Commandos) do lots of damage to light vehicles in C&C? No.

Did engineers have pistols in C&C? No. You're picking and choosing which concessions to change to replicate the C&C RTS. You're still bastardizing the game if you do this, NOT fixing it.

Quote: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.

Snipers (Ramjets) aren't broken in Renegade, they do exactly what they were intended to do. Damage light armour and destroy infantry. And no, Aircraftkiller, YOU saying that it's a bug in the armor.ini file doesn't make it so. I say it's not a bug, and my opinion has just as much value as yours does.

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