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Subject: Snipers with Ramjet vs Air units.

Posted by [Javaxcx](#) on Wed, 19 May 2004 02:41:40 GMT

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Sure it is:

Aircraft have light armour. Snipers damage light armour. Therefore snipers damage aircraft.

Pop it into your mod tools, and it says it right there. I hate to break it to you, but that is technical knowledge. You're going on that it's a bug in the system, and I'm telling you it's not. A bug in the system is being able to B2B in islands, not sniper damage. It's fairly easy to spew out some technical jargon and attempt to pass it off as a reason to change something that doesn't need to be changed.

Since realism is irrelevant, and the game is based of C&C, refusing to compliment aspects of C&C in this so-called "fixed" version seems a bit stupid, don't you think? After all, you DID say:

Quote:I don't get why people play a C&C game and want to turn it into something that isn't C&C gameplay

So stop picking and your concessions. I don't know how many more times I need to say this to you for it to sink in. If you're going to fix this game, fix everything, and in that case, and ONLY that case will it be justified for you to change snipers.

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