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Subject: Ramjet

Posted by [Renx](#) on Fri, 27 Aug 2004 02:55:38 GMT

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That's the point though, any skilled person using a 500 sniper should be able to pwn other infantry.

The n00bjet just does too much damage to everything. The current solution was to make it a sniper only, and make it not damage vehicles. But I don't think it was meant to be a real sniper. Giving it 1 shot makes the damage more realistic, and just because it has a scope doesn't mean it's a sniper rifle either.

1 shot will still take away over half of any infantries health, kill basic infantry, and deal 20% damage to any light armored vehicle. That is plenty powerful enough.

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