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Subject: Ramjet

Posted by [zunnie](#) on Thu, 23 Sep 2004 12:11:52 GMT

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On the FanMaps1 server i set the Artillery armor to a Medium Tank type one, same for the MRLS which also has 5pt/2sec health regeneration now.

The points ramjets get for hitting them are the same but the vehs are not destroyed as easily with 3 ramjettters shooting at it than it would be with the regular armor and no regeneration.

A medium tank or whatever tank takes out the Armor pretty easily. Once they lose their armor its piece of cake to take them out with ramjets.

A ramjet shot takes off 10 Armor pts per shot from the Artillery and the MRLS.

For those interested you can read more about the serverside mod on FanMaps1 here:

<http://mod.fanmaps.net/>

Its still being worked on so its certainly not the final version

[zunnie]

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