
Subject: Fix the damn gun

Posted by [m1a1_abrams](#) on Wed, 08 Dec 2004 19:31:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

Doitlre think the Ramjet should keep its effectiveness against the hummer and buggy. The real Barrett is used to crack engine blocks to disable vehicles so in that respect it is realistic.

But we want Buggies and Humvees to be used don't we? Right now, as far as most people are concerned, they're a redundant unit that's only useful as a cheap APC at the start of the game. Only lunatics like me use them for the whole game, and even then it's mostly in a base defence capacity. They should be surprise attack units that use their speed to negate their lack of armour... move in, do the damage and then move out again before the enemy can bring the big guns to bear. Unfortunately, due to the excessive range, damage, rate-of-fire and instant hitting capabilities of the Ramjet, as soon as people reach 1000 credits, you can't leave cover at all with a Buggy and expect to come back in one piece.

The only exception that I've found is on C&C Islands, where the numerous rock formations allow you to dart in and out of cover, quickly repairing your vehicle in between forays. I tend to use Buggies and Humvees on that map exclusively to hunt 1000 credit snipers... it feels like poetic justice. It gives me great pleasure to appear out of nowhere and run them over, or gun them down at point blank range.
