
Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Spoony_old](#) on Fri, 24 Dec 2004 14:29:09 GMT
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I wish people wouldn't keep bringing up "realism".

Yes, a highly powered "sniper rifle" could probably down a lightly armoured attack aircraft in a couple of shots. Guess what. If the ramjet could do that, a rocket launcher could take it down in one shot. A high-velocity railgun will smash it out of the sky so hard there'll be nothing recognisable hitting the ground.

So far, the least realistically powerful of those three, currently does the most damage and has practically infinite range unlike the Railgun, hits instantly unlike the Rocket Launcher, and has a much higher rate of fire, and is extremely effective against infantry even in unskilled hands, and can get ridiculous amounts of points by doing absolutely nothing worthwhile to help your team's situation.

Granted, the Railgun or Rocket Launcher can be fearsome to infantry, but not in the hands of a complete novice. The Ramjet, on the other hand, is a different story.

Finally, Knight1b. If you think chem troopers are overpowered, think again. Yes, they have one or two advantages. For example, get a chem trooper close to a light vehicle (say, an MRLS) and he'll wreck it in three seconds flat.

But the chem trooper's disadvantages outweigh his advantages in most situations. His range is pathetic, his bulbous helmet makes him easy as hell to headshot.
