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Subject: Re: n00bjet-no

Posted by [Sniper\\_De7](#) on Tue, 23 May 2006 23:41:35 GMT

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For killing infantry mate, the ramjet is obviously a better weapon to utilize. the chamber can hold 4 rounds of which only two need to actually hit in any given time. Yeah, the PIC can be good against infantry but comparatively speaking it does fuck-all. In saying this, ramjets are better than PICs, yes? (and mobius/mendoza/raveshaw respectively - in infantry) Now against vehicles (let's say against artys since they're more prominent than MRLs are) You'd rather have a ramjet than a PIC, for reasons of obviousness. It reaches farther (infinite) does more damage per second, and reaches its target instantly. The PIC has a shorter range (meaning, a tank/copter (if you will) can outrun a PIC, but can't a ramjet because its range is unlimited), it does less damage (backward thinking here since PIC is anti-vehicle, or supposed to be..) however, it shoots instantly(par with the ramjet), but still falls short to the ramjet. For a mobius/mendoza, the range is pathetic which is its weakness and a big one at that. I can stand my own against 2 PICs what's hard to do is be able to kill two ramjets who are singling me out. As for against heavy vehicles, unless you're a complete moron you won't be where heavy armoured vehicles can get you. Take for example Field - a ramjet often times sits at his base entrance shooting any vehicle that comes out getting loads of points. If he sees an APC/Light tank/med tank/whatever, the guy can just go back to his entrance and keep firing away bullets getting 10 points a pop. In any case, there are plenty of places where snipers can be to not be hassled by heavy vehicles. I don't think I have to actually name every single spot, and i'll just assume you know that you can't get at every single sniper with tanks. (and why would you if you have tanks shooting at you anyways) The idea is that a ramjet is a sniper rifle, and sure, if you want to use it as anti-air so be it, even though it's my opinion its way over-powered as one, and I have reasons to back this up, I could ignore this and ask why the ramjet should be more useful against vehicles than the PIC/mobius and then be more useful against infantry. Common logic tells you leave the sniping units to be good against the infantry and then the anti-vehicle infantry to be good against (gasp) vehicles. But that's not the way it is, and would be fooling yourself if you thought otherwise.

@red - you definitely haven't played very long. It wasn't \*intended\* to get massive amount of points. You seem to think that EA/westwood still manages this game. It abandoned it a long time ago, there are no more official patches. The last patch was more of a necessity since there was a nuke-> then leave the game glitch where you could blow up your own teams buildings (I don't know why I bother telling you this, as you weren't here around that time, like me and most of us who know what we're talking about were) You have absolutely no idea of the history of the game and may god have mercy on your soul.

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