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Subject: Unit Balance

Posted by [Hydra](#) on Mon, 03 May 2004 07:28:45 GMT

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It's a fucking game, not real life. The ramjet rifle was added in to be a one-hit-kill sniper rifle with a cheaper, but weaker, alternative. It should not be able to make aircraft completely worthless for the sake of game balance. Sure, maybe a ramjet bullet in real life would speed up instead of slow down, and maybe helicopters have paper-thin armor already, and maybe a bullet that speeds up may do considerable damage to an aircraft in real life, but in a video game, such a weapon creates an imbalance. It makes everyone want to get these ramjet rifles to kill aircraft in a handful of shots from halfway across the map. Why even have helicopters in the game if they're going to be destroyed two fucking seconds after it leaves the base because some retards with no better strategy decide to use a weapon that was intended to be a one-shot-kill anti-infantry weapon against a helicopter?

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