
Subject: Railgun "Boinkier" than the Ramjet
Posted by [Veyrdite](#) on Fri, 04 Jan 2008 04:29:55 GMT
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While fighting in a battelfied with tanks around (e.g. Mesa's cave)a ramjet will not make the enemy vehicles retreat. They wont even fire at you, they'd move out and either squish you, get the other infantry to shred you or a light, fast-firing vehicle to. . And then everyone starts jumping around because of the noisy blue streaks coming from the other side of the battlefield.
But a railgun will send tanks into retreat (with the enemy), allowing you to survive longer, and infantry rarely start jumping when they hear one fire unless they see a red-laser playing pin-the-tail-on-the-donkey with them, which will not bee too common if you are a good shot.

In vehicle populated areas
Rav/Syd > Hav/Sak (killing other infantry, not killing each other)

What do you think?

Subject: Re: Railgun "Boinkier" than the Ramjet
Posted by [Chimp](#) on Fri, 04 Jan 2008 05:13:09 GMT
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What do you think?

I'm not sure if you mean: Is the rail gun not as feared or is the rail gun actually STRONGER?

Well, I'm assuming its a bit of both.

Naturally, people don't flee from the rail gun for 3 reasons...One, its thought of mainly as an anti-tank weapon, two, its slower so they think its less frightening, and three, the sound just isn't as provocative.

However, if your talking power wise, the rail gun..While more effective on TANKS, is not as good vs. artillery, or humans. The noobjct will pick off humans MUCH faster and with better accuracy, and it can tear down MRL's and arty's faster.

Subject: Re: Railgun "Boinkier" than the Ramjet
Posted by [Starbuzz](#) on Fri, 04 Jan 2008 05:16:09 GMT
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Ramjet can prove useful in a vehicle environment ONLY if:

-the vehicles are teched AND there is a clear or possible way to kill the repair guns. Both variables should be in place for effective Ramjet/Pierce usage. If not, then it is a waste. If it is possible, one decent sniper (and only one) will do the job.

The rest of the team should buy vehicles/techs to fight off the vehicles.

And yes, Railguns and PIC's can be deadly infantry in vehicle environment. They make any unteched vehicle retreat (especially in Mesa).

Subject: Re: Railgun "Boinkier" than the Ramjet
Posted by [Veyrdite](#) on Fri, 04 Jan 2008 05:49:01 GMT
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MWright967 wrote on Fri, 04 January 2008 16:13
or humans. The noobjct will pick off humans MUCH faster and with better accuracy
Yes it is possible to achieve more kills, but they are harder to hit.

Subject: Re: Railgun "Boinkier" than the Ramjet
Posted by [Lone0001](#) on Fri, 04 Jan 2008 14:20:08 GMT
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heheh One game on Jelly serv Aow2 I was Rave map was under I went to thier tunnels and killed made like tons of kills, that is pretty much all I did that game, going to the tunnel killing inf with a Rave

Subject: Re: Railgun "Boinkier" than the Ramjet
Posted by [Herr Surth](#) on Fri, 04 Jan 2008 14:20:17 GMT
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Go buy a Med/Arty.

Subject: Re: Railgun "Boinkier" than the Ramjet
Posted by [Chimp](#) on Fri, 04 Jan 2008 19:11:30 GMT
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Railgun's are just plain inferior to ramjets for infantry. They are just too slow, and the damage isn't much different. What makes them good, is that Railgun's pierce tank armor.

Subject: Re: Railgun "Boinkier" than the Ramjet
Posted by [Veyrdite](#) on Sat, 05 Jan 2008 06:23:46 GMT
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MWright967 wrote on Sat, 05 January 2008 06:11 Railgun's are just plain inferior to ramjets for infantry. They are just too slow, and the damage isn't much different. What makes them good, is that Railgun's pierce tank armor.

Perfectly true.

But that's weapon stats.

I'm talking about enemy behaviour when you use the weapons.

Subject: Re: Railgun "Boinkier" than the Ramjet
Posted by [Chimp](#) on Sat, 05 Jan 2008 10:04:12 GMT
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2008 06:11 Railgun's are just plain inferior to ramjets for infantry. They are just too slow, and the damage isn't much different. What makes them good, is that Railgun's pierce tank armor.

Perfectly true.

But that's weapon stats.

I'm talking about enemy behaviour when you use the weapons.

Thats true. If you have good enough aim, and your just trying to pick a few people off from a distance, such as in a bunker in Field, it can better, since people aren't as afraid of it, but regularly, the sniper or ramjet gets the job done better.

Subject: Re: Railgun "Boinkier" than the Ramjet
Posted by [nikki6ixx](#) on Sun, 06 Jan 2008 02:28:21 GMT
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The Railgun is my favorite weapon, because it's so multi-purpose. It's also seems much more forgiving when it comes to hitting infantry. You can get a very nice k/d ratio with a Railgun, but also not be useless against GDI's big toys.

Subject: Re: Railgun "Boinkier" than the Ramjet

Posted by [Veyrdite](#) on Sun, 06 Jan 2008 04:11:33 GMT

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Who doesn't love red lasers?

I mean, cmon the Blue ones suck
