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Subject: Ramjet

Posted by [tanhm07](#) on Fri, 01 Oct 2004 23:00:15 GMT

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The problem i have with this is that you're going to make the ramjet only 1 bullet. Isn't that stupid?

If you're gonna make it 1 bullet, increase the damage, so that 1 hit = 1 kill for any unit.

If you're talking about balance issues, why not talk about the apache and the orca? Both costs the same. But apache has a disadvantage. Now you wonder why no one has brought this up  
:rolleyes: :rolleyes: Isn't it obvious this isn't about balance issues but an excuse to tone down what the havoc can do so that your black hand can own?

About the points from shooting tanks. Tone it down. I don't care. but you jooly well turn down the points that blackhand gets from shooting at tanks too. After, since Havocs can get so much hell of points, i don't see why blackhands, earning half the amount of that so much hell of points, would be so little right??? :rolleyes:

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