
Subject: Fix the damn gun

Posted by [Ripintou](#) on Fri, 03 Dec 2004 15:34:00 GMT

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liberator

Quote:I also request that you fix the vehicle damage. No sniper should be able to kill a vehicle under any circumstances, there should be a penalty for being so specialized.

I disagree. Lets model our game Ramjet to the S2 AM Ramjet -

This rifle is a gas-operated magazine-fed weapon. It comes also with a smart-link scope with a 2x and 10x magnification. As an added bonus, the scope comes with a Nightvision capability--making for one of the best, top of the line quality, precision sniper weapons. Its huge 14.5 mm fin-stabilized round makes for excellent range and which can drill through many surfaces including armored targets.

Weight: 13 lbs.

Cartridge: 14.5mm armor-piercing fin-stabilized discarding sabot rounds.

Effective Range: 5000 feet.

Rate of Fire: Single Shot only.

Payload: 4 rounds.

Though I do sympathize with you about being at the complete mercy of all the snipers in your game, but as you can see the Ramjet can take out vehicles and should be able too in Renegade. I think it's fair that they take out choppers, artillery and the smaller vehicles like the buggy and Hmww. I guess if you have enough \$\$ for an APC, buy one and go run all the snipers down.....LOL That is if you don't get sniped trying to get to your APC

It can appear that this is an overpowering weapon, that's because it is. It's a one shot, one kill rifle. No matter where this 14.5mm round hits you on the human body, you will die.

I'm sure had you been GDI you'd have been one of those snipers.....LOL