
Subject: Ramjet

Posted by [FoxURA](#) on Tue, 19 Apr 2005 02:07:42 GMT

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Here is a post I made in another forum concerning (Noobjets).

On a flying map (I think it was walls flying) NODs af and tb silo were destroyed and all that remained that was any real importance was one turret, the HON and the PP. On the same not, the enemy had lost all defensive structures other than the ones on their walls (I think the server was St0rmserver), and only had their barr and pp left and I was determined to help their players go broke. So, I decided only to use free infantry units and target enemy character units even though I had over 3000 creds saved up. So, I went in with as an engineer toting remote c4, a shotgun, repair gun, and timed c4.

My target... Havocs hiding out in the center of the map in the mesa. I would patiently circle around the rocks to get close and avoid attracting attention to myself, and then toss both remotes at the target. If they survived, they were soon dealing with my shotgun at close range.

At one point the inevitable happened and I was facing a havoc and both c4s largely missed their marks and I was facing an almost untouched and a PO'd havoc with nothing but a shotgun. A deadly dance ensued with both of us circling around the boulders trying to squeeze in a shot before ducking back to cover. I left untouched... and well, the havoc wasn't so lucky.

I managed to go though about 5 havocs, 2 grenaders, 2 hotwires, and 3 soldiers in the center area before they started swarming the middle and it became too hot to tackle. It was especially effective practically setting c4s on units preoccupied with sniping other targets, I should of tried planting a c4 on a havocs head... Ill have to try that some time.

PS. Always remember, anything can be an offensive weapon if you know how to use it. (even curtain rods)

Its because of things like this that I think that the Ramjets should be left alone
