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Subject: Ramjet

Posted by [Renx](#) on Thu, 26 Aug 2004 19:07:08 GMT

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If I remember right, the ramjet you got in SP only had 1 shot per clip. That would also explain why the ramjet you get from drop mods on some servers has only 1 shot per clip.

Everyone says the Ramjet is way to powerful, and I usually agree. But what if it was meant to only have 1 shot per clip because it's so powerful? And the 4 shots was just a preset bug they copied from the Sniper Rifle, or something to that affect.

What I'm saying it, should Ramjets be modified to have only 1 shot per clip? Even if it was just only the seperate BHS levels. It would solve a lot of balance issues, like Aircraft being killed so easily. They'd no longer have enough time to load up 5 shots and kill it so quickly. Same goes for light armored vehicles.

What do you think?

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Subject: Ramjet

Posted by [spoonyrat](#) on Thu, 26 Aug 2004 19:16:55 GMT

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That's a really good idea, actually... I don't know why nobody ever thought of that. This would probably please everybody, even the skill-less n00bjetters.

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Subject: Ramjet

Posted by [Pendullum](#) on Thu, 26 Aug 2004 21:01:03 GMT

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I agree, it would also slow the n00bs going around a base with the barracks down killing basic infantry like flies...

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Subject: Ramjet

Posted by [zunnie](#) on Thu, 26 Aug 2004 21:25:04 GMT

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Pendullum I agree, it would also slow the n00bs going around a base with the barracks down killing basic infantry like flies...

I love doing that though >: )

Suppose this will be done, i would limit clipsize to two bullets instead, not one. [/edit]

[zunnie]

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Subject: Ramjet  
Posted by [kurt421](#) on Thu, 26 Aug 2004 21:47:04 GMT  
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hum.. interesting idea.

it would solve a lot of balance problems i say go for it!

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Subject: Ramjet  
Posted by [cokemaster](#) on Thu, 26 Aug 2004 22:11:09 GMT  
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I'd agree with it too. Although I still think the n00bjet is too powerful, at least it gives you a bit of a fighting chance.

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Subject: Re: Ramjet  
Posted by [visorneon](#) on Thu, 26 Aug 2004 22:30:20 GMT  
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Hmm yeah thats a good concept, and you may well be right, Because the ramjet, apart from the scope, has nothing to do with sniper rifle, it does too much damage for a sniper rifle. Also has anyone else seen the Havoc and Ramjet models Westwood DID make for Renegade but changed in the last week or whatever before they realised it? maybe this is why, maybe they rushed it and messed up?

Also look at this: <http://www.planetcnc.com/renegade/gameinfo/weapons/>  
I wonder why they gave all the weapons different names? I've never seen any reason

Oh and heres a picture of the ramjet i was on about:  
[http://www.cnc-source.com/gallery/details.php?image\\_id=909&s=6bd5ca5d2004a8d487839f72e8ddf317](http://www.cnc-source.com/gallery/details.php?image_id=909&s=6bd5ca5d2004a8d487839f72e8ddf317)

And they changed the Sniper scope too it seems:  
[http://www.cnc-source.com/gallery/details.php?image\\_id=952&s=6bd5ca5d2004a8d487839f72e8ddf317](http://www.cnc-source.com/gallery/details.php?image_id=952&s=6bd5ca5d2004a8d487839f72e8ddf317)

And the old havoc:  
[http://www.cnc-source.com/gallery/details.php?image\\_id=893&s=af00249b4f358ea6c088e78648681f91](http://www.cnc-source.com/gallery/details.php?image_id=893&s=af00249b4f358ea6c088e78648681f91)

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Subject: Ramjet  
Posted by [Javaxcx](#) on Thu, 26 Aug 2004 22:54:47 GMT  
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All of those names are the "nicknames" given to the weapons. They can be found in the manual.

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Subject: Ramjet

Posted by [genetix](#) on Thu, 26 Aug 2004 23:09:21 GMT

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I think the clip should be reduced to 1 bullet. The only reason it might have 4 would be for close range combat which its not in anyway ment for. Its sole purpose is long range sniping.

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Subject: Ramjet

Posted by [flyingfox](#) on Thu, 26 Aug 2004 23:10:07 GMT

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In the beta, the ramjet had 8 bullets. It was changed to 4 for balance purposes. I wouldn't buy something that cost \$1000 when it could only fire a single shot. with rave/sydney that's ok because.....fuck, who am I kidding. great idea!

I think it's fair to say it should still have 2 bullets though, and something like this shouldn't be fucked with until the first balance changed maps have came out.

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Subject: Ramjet

Posted by [Majiin Vegeta](#) on Thu, 26 Aug 2004 23:27:13 GMT

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1-2 bullets a clip sounds great =)

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Subject: Ramjet

Posted by [cokemaster](#) on Thu, 26 Aug 2004 23:27:26 GMT

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One shot would be better, then you don't have that rapid fire succession of blue streaks. It would also take some skill on non-free men as well, because they would have more time to get you unless you got a headshot.

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Subject: Ramjet

Posted by [zunnie](#) on Fri, 27 Aug 2004 01:02:51 GMT

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With 1 bullet you cant afford to miss sometimes...

Im busy right now to apply this on the FanMaps servers (server side that is)

---

to limit clipsize to 2 bullets and max.invent to 34 instead of 32.  
Will need a few games at least to see if its really a good idea i suppose.

A problem would be the 500\$ sniper though, he will own ramjet snipers then i think.. Could be wrong.. I maybe give a 500\$ sniper clipsize 3 then (or maybe increase costs to 600-650\$ and leave 4 clipsize alone).

First gonna see if this 2 bullet clipsize is a good idea for ramjet.

[zunnie]

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Subject: Ramjet

Posted by [cokemaster](#) on Fri, 27 Aug 2004 01:18:16 GMT

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Sounds really good, zunnie.

Can't wait to see the results.

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Subject: Ramjet

Posted by [Renx](#) on Fri, 27 Aug 2004 02:55:38 GMT

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That's the point though, any skilled person using a 500 sniper should be able to pwn other infantry.

The n00bjet just does too much damage to everything. The current solution was to make it a sniper only, and make it not damage vehicles. But I don't think it was meant to be a real sniper. Giving it 1 shot makes the damage more realistic, and just because it has a scope doesn't mean it's a sniper rifle either.

1 shot will still take away over half of any infantries health, kill basic infantry, and deal 20% damage to any light armored vehicle. That is plenty powerful enough.

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Subject: Re: Ramjet

Posted by [Deactivated](#) on Fri, 27 Aug 2004 10:19:26 GMT

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visorneonHmm yeah thats a good concept, and you may well be right, Because the ramjet, apart from the scope, has nothing to do with sniper rifle, it does too much damage for a sniper rifle. Also has anyone else seen the Havoc and Ramjet models Westwood DID make for Renegade but changed in the last week or whatever before they realised it? maybe this is why, maybe they rushed it and messed up?

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And the old havoc:

[http://www.cnc-source.com/gallery/details.php?image\\_id=893&s=af00249b4f358ea6c088e78648681f91](http://www.cnc-source.com/gallery/details.php?image_id=893&s=af00249b4f358ea6c088e78648681f91)

Much in the game was changed when Dan Cermak joined as the Exec Producer. Originally, there was no Ramjet. There was only the Sniper rifle, which was based on the M82 Special Application Scoped Rifle.

\*cough\* Plug: If you want the stuff that was in the game (and much more), maybe you should take a look at Commando.

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Subject: Ramjet

Posted by [spoonyrat](#) on Fri, 27 Aug 2004 12:47:31 GMT

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zunnieA problem would be the 500\$ sniper though, he will own ramjet snipers then i think They do anyway, since the majority of people who buy a ramjet to "snipe" can't aim for shit

---

Subject: Ramjet

Posted by [Renx](#) on Fri, 27 Aug 2004 13:42:55 GMT

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Exactly, and I'm sick of seeing skill-less shitheads getting mass amounts of bodyshot kills, then bragging about how good they are. This would put them in their place...

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Subject: Ramjet

Posted by [Naamloos](#) on Fri, 27 Aug 2004 19:17:16 GMT

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The 1 bullet ramjet is weaker then the 4 bullet one, try shooting a light vehicle with it and you will see what i mean.

It's the same as a sniper rifle bullet.

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Subject: Ramjet  
Posted by [Dan](#) on Fri, 27 Aug 2004 19:41:28 GMT  
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NaamloosThe 1 bullet ramjet is weaker then the 4 bullet one, try shooting a light vehicle with it and you will see what i mean.

It's the same as a sniper rifle bullet.

That would make it better still.. I think it still takes 2 shots to kill advanced infantry, and it would make it a bit better if it did less damage to orcas. Although if you are good enough, you can take down sakuras/havocs down in one in no time.

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Subject: Ramjet  
Posted by [Weirdo](#) on Fri, 27 Aug 2004 20:28:44 GMT  
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I thought Renalert's sniper in .9925 had only 1 clip, but I think they changed it back to 4 in the latest patch. I don't know why exactly they changed it back.

Anyway's I'm afraid that by giving the ramjet a limit of 2, or 3. It might get less powerfull then the 500 sniper against infantry, wich is basicly the only thing I have against this idea.

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Subject: Ramjet  
Posted by [Hav0c](#) on Fri, 27 Aug 2004 20:34:36 GMT  
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I think 2 shots is good for the Ramjet.

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Subject: Ramjet  
Posted by [Renx](#) on Fri, 27 Aug 2004 21:04:13 GMT  
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WeirdoAnyway's I'm afraid that by giving the ramjet a limit of 2, or 3. It might get less powerfull then the 500 sniper against infantry, wich is basicly the only thing I have against this idea.

That's the point. The 500 sniper is the real sniper, and should be the main anti-infantry unit. Right now Havocs and Sakuras are anti-everything x4. Bringing it down to 1 would balance things a lot more. Or maybe 2 shots, but with a slower rate of fire.

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Subject: Ramjet  
Posted by [Vomancha](#) on Fri, 27 Aug 2004 21:25:35 GMT

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Doesnt giving it a clip size of 1 just make it a rubbish alternative to the Sydney/Ravenshaw without the anti tank ability but increased range and slightly larger clip size. If you reduced the clip size to 1 I see know reason to want to use it over a Sydney or Ravenshaw.

I dont see much wrong with the Ramjet, yes its a bit overpowered but it does cost 1000, twice as much as a normal sniper, does twice as much damage and has more health. Yeah its annoying when your Hand/Bar dies and you get picked off like flies, but dont let it die, then you wont have the problem.

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Subject: Ramjet

Posted by [flyingfox](#) on Fri, 27 Aug 2004 21:39:53 GMT

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if you made a multiplayer game with 2 sides and gave them all weapons that could tear the living hell out of each other in 1 shot, and vehicles that could do the same, but only as long as they had a building intact..would it be right that when one team loses one of those buildings and gets given really weak characters, the other team gets to incinerate everything without fear of death because they blew that structure up?

---

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Subject: Ramjet

Posted by [Vomancha](#) on Fri, 27 Aug 2004 21:54:56 GMT

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When the point of the game is to kill your opponents base then yes. Thats the point of Renegade, to kill your opposing team's base and to protect yours.

Whats the point when you lose your structure that you receive no disadvantage from it. It might as well not exist because its not doing anything. Each building in Renegade serves a purpose.

Refinery gives you cash, Bar/Hand gives you advanced infantry, WF/Strip gives you Vehicles, AGT/Obi give base defence and Power Plant powers buildings (and keeps costs down).

If these buildings didnt do any purpose other than to be there you might as well just defend 1 building because the other 4 do nothing. This game is about keeps your base alive and destroying the enemy's. If you cant do that then you have to face the consequences.

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Subject: Ramjet

Posted by [Renx](#) on Fri, 27 Aug 2004 22:56:35 GMT

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Oh of course, the bar died, so that means everyone must suffer from n00bs with with ramjets :rolleyes:

You can't tell me you don't notice how many more people immediatly switch to a ramjet after the bar/hon dies, just so they can sit in one spot killing basic infantry for the rest of the game. Then again, you're one of them, so why should I be surprised...

---

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Subject: Ramjet

Posted by [msgtpain](#) on Sat, 28 Aug 2004 04:17:05 GMT

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flyingfoxwould it be right that when one team loses one of those buildings and gets given really weak characters, the other team gets to incinerate everything without fear of death because they blew that structure up?

Uh.... yea? They killed your building that allowed you to purchase that type of charecter.. don't let them kill it next time, and the game will remain balanced..

---

Subject: Ramjet

Posted by [Aircraftkiller](#) on Sat, 28 Aug 2004 06:48:27 GMT

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That logic doesn't work with an overpowered unit. People said the same thing about Yuri in Yuri's Revenge, "don't let yuri build naval"

Problem is, you can't do shit about it, once he has Boomers the game is basically over.

Similar to n00b cannons, once there's more than three the team using them will probably win. There's no reason to attack when that happens. The hundreds of points they get off your tank is not balanced out by the points you get from hitting their buildings a few times before their forces take you out.

---

Subject: Ramjet

Posted by [Blazer](#) on Sat, 28 Aug 2004 07:51:17 GMT

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AircraftkillerThe hundreds of points they get off your tank is not balanced out by the points you get from hitting their buildings a few times before their forces take you out.

Couldn't you say the same of if they had 3+ PICs? Or even gunners? Don't get me wrong, I hate the damage and points n00bjets get against vehicles...just playing devils advocate

---

Subject: Ramjet

Posted by [cokemaster](#) on Sat, 28 Aug 2004 09:38:36 GMT

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Yes, you could say that... but you expect that with a PIC/Railgun and Rocket men. It is an anti-tank weapon after all, whist the n00bjet is not.

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Subject: Ramjet

Posted by [Vomancha](#) on Sat, 28 Aug 2004 09:41:28 GMT

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RenxOh of course, the bar died, so that means everyone must suffer from noobs with ramjets :rolleyes:

You can't tell me you don't notice how many more people immediately switch to a ramjet after the bar/hon dies, just so they can sit in one spot killing basic infantry for the rest of the game. Then again, you're one of them, so why should I be surprised...

Obviously because I'm not a known face here I'm a noob. Just because I say something different to what you think obviously makes me a crap player. Guess what, I actually know how to play this game, I actually know how to snipe. Yes I do notice that lots of people starting buying havocs/sakuras when the Bar/Hand dies to kill whore but let them do that. If there are lots of Havoc's out there then get a APC and go mow them all down. When im sniping and an APC comes towards me I dont immediately start thinking lets whore this APC for points, I run away because I want to stay alive and Im sure most will too. Anyway, if there are 3/4/5 havoc/sak's sitting outside your base its not gonna matter how big there clip is, most basic infantry are still gonna die. If you dont want noobjet's whoring over your base, dont let your base die and you wont have to worry. You win this game countering your opponent and what they do, if your opposition sniper whores then get some tanks and go and blast there base to bits or go get some shotgunners and sneak up on them. Yes the noobjet is slightly overpowered, but what you suggest just makes it worthless.

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Subject: Ramjet

Posted by [zunnie](#) on Sat, 28 Aug 2004 09:51:49 GMT

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Quote:You can't tell me you don't notice how many more people immediately switch to a ramjet after the bar/hon dies

Yea lol LMFAO >: ) hahaha We just addicted to the "boink" sound lol  
There is nothing in Renegade that pleases me more

[zunnie]

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Subject: Ramjet

Posted by [NeoX](#) on Sat, 28 Aug 2004 09:58:07 GMT

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Its stupid two have two different snipers in the first place. Its sad to see how the game was so good and then made shitty. It looked so much better before.  
They should just be taken from the game. Or be like the commandos in Renalert have a c4 that takes out a building and an ok close range weapon.

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Subject: Ramjet

Posted by [spoonyrat](#) on Sat, 28 Aug 2004 10:00:28 GMT

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AircraftkillerThat logic doesn't work with an overpowered unit. People said the same thing about Yuri in Yuri's Revenge, "don't let yuri build naval"

Problem is, you can't do shit about it, once he has Boomers the game is basically over.

Similar to n00b cannons, once there's more than three the team using them will probably win. There's no reason to attack when that happens. The hundreds of points they get off your tank is not balanced out by the points you get from hitting their buildings a few times before their forces take you out.

Not on my servers

Get a ramjet on my server, shoot a tank for points, and see how long you stay in the game for.

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Subject: Ramjet

Posted by [cokemaster](#) on Sat, 28 Aug 2004 10:01:02 GMT

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Agreed. One sniper is enough, one that takes skill to use.

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Subject: Ramjet

Posted by [Vomancha](#) on Sat, 28 Aug 2004 11:03:43 GMT

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It doesnt take any less skill to use a ramjet than a normal sniper. The ramjet just does more damage.

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Subject: Ramjet

Posted by [spoonyrat](#) on Sat, 28 Aug 2004 11:18:18 GMT

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Therefore you need half as much skill to kill people, don't you?

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Subject: Ramjet

Posted by [cokemaster](#) on Sat, 28 Aug 2004 11:28:14 GMT

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If you are truly skilled at sniping, you'd know that the head is a one shot kill - regardless of using a n00bjet or regular sniper rifle.

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Many skilled players will choose the standard sniper over the n00bjet.

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Subject: Ramjet

Posted by [Renx](#) on Sat, 28 Aug 2004 13:51:09 GMT

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The logic behind using a ramjet for the sole purpose of killing all the basic infantry in one shot, is no better than cheating in my opinion. People don't like a challenge anymore I guess, they just want others to drool over their "most kills" rec. :rolleyes:

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Subject: Ramjet

Posted by [RadioactiveKangaroo](#) on Thu, 02 Sep 2004 22:28:58 GMT

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cokemasterIf you are truly skilled at sniping, you'd know that the head is a one shot kill - regardless of using a n00bjet or regular sniper rifle.

Many skilled players will choose the standard sniper over the n00bjet.

Right, I much prefer the Black Hand Sniper, or Deadeye over n00bjets, It actually takes skill to kill people with the Sniper Rifle.

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Subject: Ramjet

Posted by [Rex](#) on Fri, 03 Sep 2004 07:46:48 GMT

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I prefer PIC/Raveshaw to snipe..... People always say: "WTF!! You are cheating!" (Cos I only make headshots.... )

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Subject: Ramjet

Posted by [pyroacidk](#) on Wed, 22 Sep 2004 23:47:36 GMT

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Just saying, i dont know if it has been said in this tread, the ramjet was choicen as the counter attack weapon, (e.g against orcas, mrls, buggies, apache, mobile art, humvee) and if it only had 1 sniper bullet, killing a orca is impossible , and on maps like walls\_flying, its soooo hard to kill them, becoz they fly off and heal, and there is no base defense

in another aspect, id prefer it too have one bullet, becoz then in sniping games, people would distance snipe, not just dance in the tunnels

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Subject: Ramjet

Posted by [zunnie](#) on Thu, 23 Sep 2004 12:11:52 GMT

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On the FanMaps1 server i set the Artillery armor to a Medium Tank type one, same for the MRLS which also has 5pt/2sec health regeneration now.

The points ramjets get for hitting them are the same but the vehs are not destroyed as easily with 3 ramjetters shooting at it than it would be with the regular armor and no regeneration.

A medium tank or whatever tank takes out the Armor pretty easily. Once they lose their armor its piece of cake to take them out with ramjets.

A ramjet shot takes off 10 Armor pts per shot from the Artillery and the MRLS.

For those interested you can read more about the serverside mod on FanMaps1 here:

<http://mod.fanmaps.net/>

Its still being worked on so its certainly not the final version

[zunnie]

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Subject: Ramjet

Posted by [spoonyrat](#) on Thu, 23 Sep 2004 16:41:20 GMT

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The best way to take out an arty isn't the ramjet, it has never been the ramjet (unless you've got lots of them at the other end of the field --- I'm talking in more individual terms here)

Med has ALWAYS done a better job of killing arties than the ramjet. So does an MRLS at long range (if you're ELiTE with an MRLS, which the vast majority of players aren't), and occasionally the mammoth (in the right situation)

Taking out orcas/apaches... The best anti-aircraft weapon isn't the ramjet, it's simply to buy an orca/apache yourself. Granted Nod has the disadvantage here, but a skilled apache can take out an orca too. Other options: Raveshaw/PICs work well, and I personally don't find it difficult raping an orca with a light tank, but that's just me.

My point is that this move won't unbalance the game, it's not like the best weapon for a particular purpose is being removed.

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Subject: Ramjet

Posted by [liberator](#) on Fri, 01 Oct 2004 06:40:45 GMT

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I think that's the crux of the argument, the ramjet is not a specialized weapon like everything else. It's good at too much stuff to make the game fair. If I get close to a Deadeye/Blackhand with a

Patch, it's an even contest. It's not like that vs. a ramjet. Personally, I think the damage vs. vehicles should be scaled back, not much but make it take 2 whole clips to kill an orca.

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Subject: Ramjet

Posted by [tanhm07](#) on Fri, 01 Oct 2004 12:11:52 GMT

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So if i used a ramjet to kill you, I'm a n00b with no skills cause i use a havoc?

\*cough\*whiners\*cough\*

You are given a choice to use either the ramjet or blackhand. You chose to use the blackhand instead of the ramjet. you chose the one with a disadvantage, then you get killed by 2 body shots and you what? Complain that the ramjet is more powerful and it isn't fair?

What?

Racing, You can choose engine 1, which is less powerful, or engine 2, which is more powerful. You choose the lousy less power engine and in the end you lost, but its not your fault, I mean its the one with the more powerful engines fault right? So you complain 'Make that engine less powerful Its too powerful.. ITS CHEATING!!!! It takes more skill to drive with a less powerful engine and stay on the road than driving with a more powerful engine and stay on the road. '

If you're soooooo good, why not just take the havoc out with a headshot with your l33t skills?

This is exactly the same with comparing minigunner and the minigunner officer. Why not just complain that the minigunner officer does too much damage?

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Subject: Ramjet

Posted by [tanhm07](#) on Fri, 01 Oct 2004 12:21:45 GMT

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NeoXIts stupid two have two different snipers in the first place. Its sad to see how the game was so good and then made shitty. It looked so much better before.

They should just be taken from the game. Or be like the commandos in Renalert have a c4 that takes out a building and an ok close range weapon.

If this game is so 'shitty', then don't play it.

---

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Subject: Ramjet

Posted by [Aircraftkiller](#) on Fri, 01 Oct 2004 13:12:56 GMT

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That's what the majority of gamers have done, fortunately.

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Subject: Ramjet

Posted by [Naamloos](#) on Fri, 01 Oct 2004 15:44:40 GMT

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I don't know if there ever was an official poll about the n00b cannon, but it's time to make one, fix it, or don't? Give it 1 bullet ffs.

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Subject: Ramjet

Posted by [flyingfox](#) on Fri, 01 Oct 2004 20:44:15 GMT

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we can look at this a different way. going as far back as handicaps for beginners, back in the days of Goldeneye for the nintendo 64 you could put handicaps on players in multiplayer games. The handicap was set at 100% by default, and could go as far as 1000%. It could even be adjusted below 100 so you'd have even less health. I used to play this beginner who lived around my relatives. i'd set his handicap very high, like 800% or more. we could theorise that in a ratio sense it would take me 10 bullets to kill him as opposed to 1 bullet to kill me. me, being the far better player, would have something of an even fight. if I were to set my handicap as high as his, i'd easily kill him and it wouldn't be fair game. BUT, if I set the handicap lower, i'd enjoy the challenge.

it's the same deal with renegade. the weapons are not all balanced in that while one weapon has advantages in one area, another is weaker in that area but stronger in another. a good example of this is Call of Duty online. the weapon specifics are divided into four categories:

range  
rate of fire  
damage  
mobility

a weapon such as a bolt action rifle will have a slow rate of fire, due to it's bolt action mechanism. but, the damage will be high, and could even kill someone in a single bullet. the range will be very high. the mobility will be about even, and slower than that of a pistol.

but, something like a thompson submachine gun will have short range, being inaccurate at a distance. it'll have a high rate of fire, medium damage, and high mobility, meaning you can run quickly with it.

The rifle shall excel at accurate long range cover, while the thompson excels in close range combat and quick kills.

in short, most of the weapons balance out with each other in these terms.

In renegade, there's less of a balance. everyone moves at the same speed, there's no muzzle climb on the weapons, you pay more you'll get a better weapon than that of a less costly soldier. the justification of the ramjet is that it costs a thousand apiece. when someone pays a thousand credits for one, they're allowed to have the advantages of a raveshaw and sniper combined, with improvements in ammo count, accuracy and ease of kill. for real, when you go onto the bridge on city fly, you'll rack up a thousand points without trouble while keeping all but the best threats off your chest. i couldn't sit there with a straight face and say my unit is as balanced as a raveshaw/mobius in it's own right, or say one team should fall victim to incredibly easy kills. the

only time someone should die in one hit is from a headshot or from a unit firing a single shot with a long reload.

<http://thefud.brinkster.net/sakura.asp>

<http://thefud.brinkster.net/syd2.asp>

<http://thefud.brinkster.net/raveshaw.asp>

note that the ramjet rifle fires four bullets in one clip and reloads even quicker than a railgun a PIC or railgun, wherein the railgun and pic prosper in vehicle damage. if you go further into the math, a railgun will take over double the time to do the damage a ramjet can do in one clip. what kind of balance is that? just study the stats and see for yourself. if you do not think the ramjet is unbalanced you should play 3 subsequent games in a large server (12 v 12 or more), first using mobius, then pic, then havoc. better yet, play the same map with all of them. take down the scores at the end and see how easy you find the game to play. If you were correct in that they are all balanced, you should find roughly the same difficulty level in all the units. if people didn't find a huge ease in gameplay with a ramjet they wouldn't use it so much.

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Subject: Ramjet

Posted by [Renx](#) on Fri, 01 Oct 2004 21:22:51 GMT

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flyingfox

the justification of the ramjet is that it costs a thousand apiece. when someone pays a thousand credits for one, they're allowed to have the advantages of a raveshaw and sniper combined, with improvements in ammo count, accuracy and ease of kill.

If you put it that way, then it should cost over 1500 credits. A raveshaw already costs 1000, plus the sniper which costs 500, then all the other bonus' you mentioned.

Downsizing the clip size seems like a better solution to me

---

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Subject: Ramjet

Posted by [MilkyLep](#) on Fri, 01 Oct 2004 21:52:47 GMT

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Maybe this is just me but when i played renegade i found that i was better with the sniper rifle than the Ramjet, it just seemed heavier, i dont know what it was i guess its just b/c thats what i always used. Basically just move sakura and havocs cost to like 1200 or limit ammo to 2-3. Most people that I have encountered and use ramjets( not saying that everyone who uses a rammy is a n00b) are Newbies so... they just suck and i kill them easily.

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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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Subject: Ramjet

Posted by [Renx](#) on Fri, 01 Oct 2004 23:11:33 GMT

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tanhm07If you're gonna make it 1 bullet, increase the damage, so that 1 hit = 1 kill for any unit.

That would be completely pointless. Part of the reason for changing the clip is because it's already so powerful...

It's just an excuse for n00bs so they can call themselves good..

---

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Subject: Ramjet

Posted by [Naamloos](#) on Sat, 02 Oct 2004 17:32:06 GMT

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H3Y L0K!11! I 5H0T SUΛ1 1N H15 F33T 4/VD K1IT 1M!!!11!0/3!!1! 1M 50  
G3VVD!!!11!!!1!0N3!!11!

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Subject: Ramjet

Posted by [glyde51](#) on Sat, 02 Oct 2004 17:53:14 GMT

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LOL! I KNOW!

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Subject: Ramjet

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Posted by [flyingfox](#) on Sat, 02 Oct 2004 20:47:44 GMT

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lol, i know, wtf is that...if i could kill a man by shooting his finger or toe, think of the massacres..

oh, wait..

---

Subject: Ramjet

Posted by [tanhm07](#) on Sun, 03 Oct 2004 02:36:51 GMT

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Think of it this way. If you're gonna let havoc only have 1 shot, what's the point of buying havoc anymore? I pay 1k for a gun that fires one shot and does shit damage?

---

Subject: Ramjet

Posted by [Renx](#) on Sun, 03 Oct 2004 02:48:55 GMT

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---

Go get a .50 caliber rifle, jump in the air, then fire it. When you're done come and tell us how you feel. The fact that he can do that 4 times is just silly.

Shit damage? last time I checked he did 200 damage to all infantry, and could kill light armored vehicles in just 5 shots. If that's shit damage, then I don't know what game you've been playing.

Taking 2 shots out of the clip seems reasonable. Maybe uping his total ammo count to 40 or something to make up for it a bit too. The main point is getting that clip size down.

---

Subject: Ramjet

Posted by [tanhm07](#) on Sun, 03 Oct 2004 04:35:08 GMT

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The main point is that if you're gonna make him have 1 shot per clip, increase the damage he does. But if you're gonna make him have 2 shots per clip, then don't change anything to his damage.

Simple enough to understand?

---

Subject: Ramjet

Posted by [tanhm07](#) on Sun, 03 Oct 2004 04:36:51 GMT

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---

RenxGo get a .50 caliber rifle, jump in the air, then fire it. When you're done come and tell us how

---

you feel. The fact that he can do that 4 times is just silly.

Go get yourself hit in the chest with a .50 caliber rifle. When you're done come tell us how you feel, if you haven't died. Or maybe your hp goes down by 200 and you still can run about like nothing happened because your hp hasn't reached 0.

This is renegade. This is a game. This is not real life.

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Subject: Ramjet  
Posted by [Naamloos](#) on Mon, 04 Oct 2004 13:11:28 GMT  
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---

And this game is unbalanced.

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Subject: Ramjet  
Posted by [Aircraftkiller](#) on Mon, 04 Oct 2004 18:22:07 GMT  
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Exactly, and no amount of "waah i want my n00b cannon because im a fucking lamer" whining will change that tanhm...

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Subject: Ramjet  
Posted by [Homey](#) on Mon, 04 Oct 2004 19:02:48 GMT  
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Any air vehicle should be able to win vs a sak/havoc. I do agree with the insane points they get. I also think if you shoot any tank with it, it should be 1 point, a stank visible should be 1 also, but invisible...like 5. I think it should be 6 shots to kill a orca/apache too.

---

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Subject: Ramjet  
Posted by [Aircraftkiller](#) on Tue, 05 Oct 2004 06:40:02 GMT  
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---

You don't even give any reasons why you think that way. I guarantee if WS hadn't of fumbled the ball by making the n00b cannon "sniper" units anti-everything, your position would change entirely.

---

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Subject: Ramjet  
Posted by [sniper12345](#) on Tue, 05 Oct 2004 13:43:30 GMT

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HomeyAny air vehicle should be able to win vs a sak/havoc. I do agree with the insane points they get. I also think if you shoot any tank with it, it should be 1 point, a stank visible should be 1 also, but invisible...like 5. I think it should be 6 shots to kill a orca/apache too.

I actually don't think it's pointless to shoot on a stealth tank with a sniper though (n00bjet or otherwise). Let's say you are scouting in the field, and you see your team preparing to attack with mediums, but you also see two stealths heading their way. To raise their awareness, you can shoot on the stealth tank, because, although not making them lose their stealthiness, it does make the stealth effect more visible, which can help your teammates to identify it.

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Subject: Ramjet  
Posted by [Renx](#) on Tue, 05 Oct 2004 18:20:07 GMT  
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---

A pistol would be more effective for that. You only see a stealth tank within the range of your pistol anyway.

---

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Subject: Ramjet  
Posted by [icedog90](#) on Wed, 06 Oct 2004 19:24:39 GMT  
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---

I don't see what's good about driving into the field with a Medium Tank and losing half your armor in 15 seconds, just because of about five camping Sakuras whoring on you.

It's like, anyone who doesn't want it to be changed is leaving out all of the major issues and are only talking about the little stuff they like, such as "you CAN avoid snipers if you try" or "just buy a sniper and kill them back" which are dumbass reasons that don't compare to our reasons AT ALL. It's all pathetic, and obviously anyone who doesn't want them changed are those idiotic whoring bastards.

I'm wondering if it's possible to actually remove the reticle for the sniper rifle so you're forced to use the scope. It's like that in a lot of games today, and it would actually seem like a real sniper. I'm extremely doubting it's possible, but I will ask Jonwil about it.

---

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Subject: Ramjet  
Posted by [sniper12345](#) on Thu, 07 Oct 2004 04:38:31 GMT  
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---

RenxA pistol would be more effective for that. You only see a stealth tank within the range of your pistol anyway.

I think you can see them from further if you zoom in with the scope?

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Subject: Ramjet

Posted by [flyingfox](#) on Thu, 07 Oct 2004 09:30:30 GMT

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icedog, let's not forget how long buggies/humm-vees survive with just one or two n00b cannons shooting away. The only units that should be chipping that much off of vehicles are characters with anti vehicle armory, not instant-hitting, no-skill sniper rifles. when spotted by a n00bjet, either vehicle will have about 7 seconds to either kill them or get out of sight. let's not forget lag, which tends to give them another half second over you.

---

Subject: Ramjet

Posted by [Slash0x](#) on Thu, 07 Oct 2004 16:36:43 GMT

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AircraftkillerYou don't even give any reasons why you think that way. I guarantee if WS hadn't of fumbled the ball by making the n00b cannon "sniper" units anti-everything, your position would change entirely.

It's too balance those n00bcrafts that everyone also uses too much. :rolleyes:

---

Subject: Ramjet

Posted by [idebo](#) on Thu, 14 Oct 2004 20:00:12 GMT

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About the thin of the Ramjet in SP. Everybody says the Ramjet wasn't in SP, well, it was. Last mission: on top of the Airstrip, a Black Hand Sniper with a Ramjet...

---

Subject: Ramjet

Posted by [Naamloos](#) on Thu, 14 Oct 2004 20:16:05 GMT

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---

And in that same mission on top of the CC... but i have never seen one on the air strip tho.

And you have to make a "cheat" to really use it yourself, as enemy snipers dropped them on places you couldn't get to.

---

Subject: Ramjet

Posted by [Naamloos](#) on Thu, 14 Oct 2004 20:17:32 GMT

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Slash0xAircraftkillerYou don't even give any reasons why you think that way. I guarantee if WS hadn't of fumbled the ball by making the n00b cannon "sniper" units anti-everything, your position would change entirely.

---

It's too balance those n00bcrafts that everyone also uses too much. :rolleyes:

The "n00b" craft is harder to control then a n00b cannon, that's just aim and fire.

---

---

Subject: Ramjet

Posted by [Slash0x](#) on Thu, 14 Oct 2004 21:27:45 GMT

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NaamloosSlash0xAircraftkillerYou don't even give any reasons why you think that way. I guarantee if WS hadn't of fumbled the ball by making the n00b cannon "sniper" units anti-everything, your position would change entirely.

It's too balance those n00bcrafts that everyone also uses too much. :rolleyes:

The "n00b" craft is harder to control then a n00b cannon, that's just aim and fire.

Aircrafts move in all dimensions, tanks/other vehicles can only stay on ground. Most of their aims aren't able to shoot directly above the vehicle. The aircrafts have endless amount of ammunition and missiles (never has to reload). Only a few shots can kill 1,000 dollar infantry.

Like that's all fair?

---

---

Subject: Ramjet

Posted by [Naamloos](#) on Fri, 15 Oct 2004 12:32:56 GMT

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---

I never sead they where fair, but the n00b cannons only need one shot to kill a basic infantry, but an orca a few bullets and apache even less. Giving infantry atleast a chance to run or fight back, since the range of the aircraft is nothing compared to that of the n00b cannon.

---

---

Subject: Ramjet

Posted by [Renx](#) on Fri, 15 Oct 2004 15:18:29 GMT

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---

Except you actually have to be skilled in order to use aircraft like that, unlike the n00bjet...

---

---

Subject: Ramjet

Posted by [TankClash](#) on Fri, 15 Oct 2004 15:45:51 GMT

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---

Sniper's range ise pretty much unlimited and instant in Renegade.  
No skill required to shoot down aircraft with a n00b cannon, just 5 shots...

The aircraft have very little armour and are pretty much doomed when there are two

---

n00bcannoners sitting around taking pop shots at aircraft where ever they may fly.

They can hide in a civilian structure or inside one of their own buildings when the aircraft get too close and go inside to refill if they happen to take damage from your spray of bullets.

It's lame.

---

---

Subject: Ramjet

Posted by [Slash0x](#) on Fri, 15 Oct 2004 17:13:28 GMT

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I'd say if the armor was increased, then reduce the power of the n00bcraft missiles and machinegun. For example, if the armor was doubled, half the power of the aircrafts' weapons (so you still have some sort of balance).

For infantry, the only thing I could say is don't get hit. I hardly get hit by a n00bjet, so as far as I know, it's not that hard to dodge.

Overall, I'm usually the 500 dollar sniper anyways. Who needs body shots when you get a lot of HSs.

---

---

Subject: Ramjet

Posted by [Naamloos](#) on Fri, 15 Oct 2004 18:07:29 GMT

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500\$ snipers should do 0 damage to vehicles, and the n00b cannons only a little bit.

Increase the range of the PIC/rail gun, those are the anti vehicle weapons, not the n00b cannon.

---

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Subject: Ramjet

Posted by [TankClash](#) on Fri, 15 Oct 2004 20:45:53 GMT

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Damage vs aircraft... A LOT..

Points gained... TOO MANY..

---

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Subject: Ramjet

Posted by [Slash0x](#) on Fri, 15 Oct 2004 20:46:26 GMT

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Naamloos500\$ snipers should do 0 damage to vehicles, and the n00b cannons only a little bit.

---

Increase the range of the PIC/rail gun, those are the anti vehicle weapons, not the n00b cannon.

But "vehicles" isn't the primary problem. The main contrivoursy (I know I spelled that wrong, lol) is the "n00b"jets and the "n00b"crafts.

Ravs and Pics already do enough damage by ones self...

---

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Subject: Ramjet

Posted by [Naamloos](#) on Sat, 16 Oct 2004 08:55:16 GMT

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I don't think there is a way to change peoples minds about this.

n00b cannons are unbalanced, end discussion

---

---

Subject: Ramjet

Posted by [Slash0x](#) on Sat, 16 Oct 2004 09:34:00 GMT

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Renegade was designed the way it was because that is how they made it. Play the game and get over it...

---

---

Subject: Ramjet

Posted by [Naamloos](#) on Sat, 16 Oct 2004 10:10:54 GMT

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---

The playing part is a little hard when you get killed in 1 shot each time you get out of a tunnel...  
:rolleyes:

Or your light vehicle getting raped by a rain of bleu bullets

---

---

Subject: Ramjet

Posted by [icedog90](#) on Mon, 18 Oct 2004 01:34:10 GMT

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Slash0xRenegade was designed the way it was because that is how they made it. Play the game and get over it...

Only because of Dan Cermak. The REAL original Renegade was totally different.

---

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Subject: Ramjet

Posted by [Aircraftkiller](#) on Mon, 18 Oct 2004 05:00:34 GMT

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Westwood Studios as a whole had a large part in shitting over Renegade. It wasn't just Dan.

---

Subject: Ramjet

Posted by [Dan](#) on Mon, 18 Oct 2004 06:35:19 GMT

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:0 what'd I do?

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Subject: Ramjet

Posted by [neueziel2](#) on Wed, 15 Dec 2004 19:02:29 GMT

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IMHO, you guys are going about this the wrong way. Why not change the ROF and reload rate instead? That way, you get a weapon that's powerful, but slow.

---

Subject: Ramjet

Posted by [EatMyCar](#) on Tue, 29 Mar 2005 19:23:18 GMT

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You know what is ironic? the n00bjet reloads faster then the regular Sniper Rifle...

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Subject: Ramjet

Posted by [zunnie](#) on Wed, 30 Mar 2005 20:20:25 GMT

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---

EatMyCarYou know what is ironic? the n00bjet reloads faster then the regular Sniper Rifle...

This can be changed, PROBABLY serverside as well (not sure).

Only "bug" that would occur:

The "reloading animation" finishes on the Player screen and appears as if he can he can fire again. But in fact he gotta wait a bit longer be4 being able to fire again...

---

Subject: Ramjet

Posted by [Spoony\\_old](#) on Wed, 30 Mar 2005 21:40:50 GMT

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zunnieEatMyCarYou know what is ironic? the n00bjet reloads faster then the regular Sniper Rifle...

This can be changed, PROBABLY serverside as well (not sure).  
Only "bug" that would occur:

The "reloading animation" finishes on the Player screen and appears as if he can he can fire again. But in fact he gotto wait a bit longer be4 being able to fire again...  
not a problem, half the time the enemy shoots when they appear to be reloading anyway.

---

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**Subject: Ramjet**

Posted by [FoxURA](#) on Fri, 08 Apr 2005 04:15:14 GMT

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---

The ramjet is seems to be an antimaterial weapon similar to the ones used by the US Special forces for damaging expensive enemy equipment, rendering it completely useless. This requires a large amount of power, and a long range making it, in essence, a souped up sniper rifle. For this reason, I think it makes sence to have the Ramjet left with a four round clip. The average clip size for the standard sniper rifle in real life, I think ranges from around 5-6 or possibly even seven rounds giving it a clear advantage over the anti-material weapons when it comes to taking down infantry. However, in Renegade, the standard sniper rifle clip is a measly 4 rounds.

Another reason why I think the 'noobjet' should be left with 4 round clips is that when the enemy stages an MRL or Artillary rush with at least helf-descent back up, the best chance of surviving the attack are Hawkeyes and Sakuras wielding anti-material weapons. The reason for this is that anti-material weapons are designed specifically to get off a few quick shots at a lightly armored objects or vehicles to put it out of commision. So, keeping this in mind it is understandable how the Ramjet would prove to be so sucesful against aircraft and infantry body armor. If anything the effect of the Ramjet is diminished because in real life, a bullet fired from one of these guns doesn't even actually have to hit you to damage or even kill you. The reason for this is that the bullet travels throught the air so fast, it creates a shockwave of sorts in the air strong enough to kill you. Of course, sniper rifles also have this same effect, although not as strong.

Also, when being swarmed by 500 snipers, I find that employing a Ramjet is most often my best shot at putting a dent in the enemies attack plans.

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**Subject: Ramjet**

Posted by [Spoony\\_old](#) on Fri, 08 Apr 2005 07:09:47 GMT

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FoxURAThe ramjet is seems to be an antimaterial weapon similar to the ones used by the US Special forces for damaging expensive enemy equipment, rendering it completely useless. This requires a large amount of power, and a long range making it, in essence, a souped up sniper

rifle. For this reason, I think it makes sense to have the Ramjet left with a four round clip. The average clip size for the standard sniper rifle in real life, I think ranges from around 5-6 or possibly even seven rounds giving it a clear advantage over the anti-material weapons when it comes to taking down infantry. However, in Renegade, the standard sniper rifle clip is a measly 4 rounds.

Another reason why I think the 'noobje' should be left with 4 round clips is that when the enemy stages an MRL or Artillery rush with at least half-descent back up, the best chance of surviving the attack are Hawkeyes and Sakuras wielding anti-material weapons. The reason for this is that anti-material weapons are designed specifically to get off a few quick shots at a lightly armored objects or vehicles to put it out of commission. So, keeping this in mind it is understandable how the Ramjet would prove to be so successful against aircraft and infantry body armor. If anything the effect of the Ramjet is diminished because in real life, a bullet fired from one of these guns doesn't even actually have to hit you to damage or even kill you. The reason for this is that the bullet travels through the air so fast, it creates a shockwave of sorts in the air strong enough to kill you. Of course, sniper rifles also have this same effect, although not as strong.

Sigh... This part of the argument comes up AGAIN...

If a ramjet "can" kill a light aircraft or vehicle such as a Hummvee in a few shots, why doesn't a Railgun or a Rocket soldier kill it in one shot?

---

Subject: Ramjet

Posted by [Sniper\\_De7](#) on Fri, 08 Apr 2005 20:37:58 GMT

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Why would you pull the "realism" card? Renegade is not real. Notice the tiberium? NOT REAL. Fact remains lower the 'noobje' to be not as good against aircraft and i wouldn't mind, just that you wouldn't stand a chance against my copter considering i can already do well against one and even 2 snipers at a time. People complain about their copters getting shot to shit from the sky when they're too stupid to know how to pilot one.

out of playing renegade for the years that I have... I've learned to \*STRATEGICALLY\* gain advantages over snipers in many such cases.

1. The fact that you have mobility and a sniper does not makes you capable of getting behind cover (whatever there is, because I'm sure there was some intention of putting objects in certain places)
2. That you can repair faster than a ramjet can kill you. This makes the sniper pretty much either have to aim for your person repairing (if he can hit it) or keep shooting and hope for some back up to help, because if he doesn't the copter can either run away or try and kill the sniper
3. Don't fly around the map way on top, be more cautious and you'll notice a difference in your deaths
- 4.. There are many more tactics you can use to have great advantages over snipers... you just have to be smart. You can't complain about people killing you all the time when it's somewhat your fault to begin with. I rarely ever notice anyone with the brains to know how to pilot copters and not get owned and I always think to myself "why do they even bother?..." You are NOT going to be successful with copters if you go out and don't bother to be careful and smart.

on a side note why did everyone sort of skip where the one guy posted about why do people care so much about getting killed by 'n00bjets' I mean seriously if a guy is a n00b then in all truth and honesty he shouldn't be very hard to kill. and it would be just as even as to just use a 1000 dollar character yourself. They cost 1000 dollars so you act like if he died that's no major difference when in fact it's a big loss. If you go into a game that's on field or something and you get a 1000 and get headshotted then you have no money. There are advantages and disadvantages to both snipers. The 500 can kill in one hit just as well as the 1000 can, at the cost of half the price. Similarly the 1000 only takes 2 body shots to kill someone, at the cost of TWICE the money. So it's more of a gamble on which do you want.

I'm not really either better in one or the other just that I don't complain about a stupid unit that's been out for 3 years and then get all fussy about it. Why do you need to change everything in renegade? I was in a CTF server the other day that the engineers shot ob guns and all you needed to do was aim at the person foot and the splash was so big you could probably have killed 10 people if they were all near eachother. and it begs to ask the question on why do we need to change so many stuff and why we couldn't leave some things alone. I don't know what else to say other than to end this stupid debate and just leave the units alone as they have been and don't rub salt in the wound by changing everything in renegade as your will wants

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Subject: Ramjet  
Posted by [flyingfox](#) on Sun, 10 Apr 2005 00:05:22 GMT  
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if the ramjet damage scale was down, other fixes would adhere to the change. or at least I would think so. just read through the topic and you will c what they are. also I edited this because I have an idea: what if you were to make aircraft completely unrepairable except for their helipad?? this would stop them from doing that hide and repair crap and force them to return to their base.

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Subject: Ramjet  
Posted by [Sniper\\_De7](#) on Sun, 10 Apr 2005 00:42:21 GMT  
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"this would stop them from doing that hide and repair crap and force them to return to their base."

This is bad?

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Subject: Ramjet  
Posted by [flyingfox](#) on Sun, 10 Apr 2005 00:48:48 GMT  
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Yes of course it is bad. do you think soldiers enjoy shooting at aircraft when they know it'll retreat with low health, land on a skyscraper or behind a wall and repair in a manner of seconds only to repeat the procedure? it's impossible to destroy the damn things without vehicles or classes when

they keep retreating in low health. there really is no point in playing if it comes to that.

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Subject: Ramjet

Posted by [Sniper\\_De7](#) on Sun, 10 Apr 2005 16:44:25 GMT

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which is exactly why god made snipers/pic/rave - weakening the ramjet would only help the guy with the copter - as for with base infantry the whole point of having base infantry is to do practically no damage (hence the cost is 0) The ramjets are fine. The copters are fine. Why dig a hole deeper that's already been dug too far

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Subject: Ramjet

Posted by [Jaspah](#) on Sun, 10 Apr 2005 17:45:39 GMT

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Subject: Ramjet

Posted by [Chronojam](#) on Sun, 10 Apr 2005 21:51:48 GMT

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Sniper\_De7 which is exactly why god made snipers/pic/rave - weakening the ramjet would only help the guy with the copter - as for with base infantry the whole point of having base infantry is to do practically no damage (hence the cost is 0) The ramjets are fine. The copters are fine. Why dig a hole deeper that's already been dug too far

That's old-Reborn-balance-logic. "Well this thing is tough so... should we weaken it? No.. um.. I KNOW LETS MAKE A REALLY POWERFUL WEAPON INSTEAD SO IT GETS HURT" "Wouldn't that unbalance other things, like against light vehicles, artillery, infantry? And render anti-tank against these things less useful?" "lol who cares". How about the n00bjet is removed, and aircraft repair slower or take more damage from weapons other than the n00bjet?

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Subject: Ramjet

Posted by [Sniper\\_De7](#) on Mon, 11 Apr 2005 01:44:37 GMT

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I believe they call themselves pic/rave - 4 shots kill a copter, or if 2 people then 2 shots a piece - Pretty quick if you ask me. The only real purpose of a "n00bjet" if you're in a game with skill, is on maps with \_Flying.

You won't ever rarely see people getting havocs/sakuras in a clanwar(a game of skill) probably because beyond their ability to shoot at light armoured vehicles they are but pointless compared to vehicles for killing stuff. a med tank does a better job than a sakura at killign light armoured

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vehicles as does an arty. If you lowered the firing rate, or did whatever the n00bjet wouldn't be much of anything considering the fact that the pic/rave ALSO only takes 2 shots to kill someone, but then again maybe we should just weaken that. I don't see why some people complain so much about characters. I mean why hasn't anyone said anything about gunners? the splash is well enough that you can kill a person just nearly by not even hitting them with their first 6 shots and the damage it does i believe is enough to kill a person with 2/3 body shots or 1 headshot, but nooo... Why would that make a difference? In the tunnels generally the gunner has a lot more advantage then a sniper, and if that same sniper is enclosed in a single area.

I find it hypocritical that people only bring up the certain facts. The game is perfectly fine. The officer, in all sense of purposes is one of the most overlooked characters in the game yet it takes i believe 7 headshots with an officer to kill a 1000 dollar character, to which I've killed countless "n00bjets". you sit here and argue that the n00bjet is overpowered when in reality you just can't kill them.

I'm tired of telling it to you how it is, maybe once you understand that the simple fact that YOU can get a "n00bjet" and stop them, but you don't - you sit here and whine. Both Nod and GDI have the advantage of the ramjet, if they kill your 1000 dollar sniper with theirs that means they are better than you, get over it. I'm sure that if there were people who kept on killing you with a gunner or whatever it may be you'd still complain. this game provokes you get frustrated so I don't expect much different but you should control your urge to get mad at how the game was created. Why don't you adapt, and learn to cope with it and perhaps get better and learn how to STOP them instead of using that time to complain about it?

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Subject: Ramjet

Posted by [blinky\\_182](#) on Mon, 11 Apr 2005 02:50:39 GMT

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I agree with De7. Why is everyone deciding to change a character after 3 years of the games release? Don't complain about getting killed all the time by them just becuase you can't buy a character to face them becuase you let your hon/bar die, try taking cover, or dare I say buy a heavy armoured vehical. Also if your heli's keep getting owned becuase there is a sniper, again take cover or kill them. If there are too many and you keep losing a heli, then stop buying them! When it gets to those games where you team has next to no buildings and are getting upset about the snipers owning your basic infantry..try to flank them so you can face them close range, or you can simply leave the game, there are others. Finally I don't think their clip sizes and damage shouldn't be changed I've played renegade since the demo and I'm fine with it. The gun is an anti-matieral(so says the instructions) weapon so you going to expect more damage then the \$500 sniper.

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Subject: Ramjet

Posted by [Chronojam](#) on Mon, 11 Apr 2005 03:12:06 GMT

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I was following along fine until "you sit here and argue...."

I'm not here to brag, but... That's where the bullshit begins. I kill them fine enough. My skills against them don't apply here as part of any argument. In fact, bringing them up might even make you try to claim "Oh, see? There's no problem"... but I'm not everybody either. I'll tell you right here and now that I generally have five or six digit cash during marathon games, and still don't use a 1000 sniper. The cost isn't what gets me. I'd like to note also that I swore them off a few months into owning the game, after trying out all the different weapons. That's back when I still used auto-rifle Sydneys as well, to get a feel for them.

That's part of why I don't get a n00bjet and stop them. I don't believe in using them, just like I don't believe in using steroids to do better at baseball. Nobody keeps on killing me with a gunner, because I generally kill them first. I certainly don't have any urges or frustrations about the game, other than constantly being kicked/banned despite running Renguard for alleged cheating. And that's not the game's design, now, is it? I don't need to adapt, my coping consists of killing them, and I'm way the fuck good enough for personal satisfaction and decent enough to have at least SOME bragging rights.

I feel like I have all the prerequisites to complain. I generally have no problem dealing with them, I am not guilty of using them, and I'm not flying into a rage.

And no, this isn't a sudden desire to change. It's been complained about for years. Perhaps the only fact that people complain more now is because there's actually a CHANCE to make the change these days. That's why people also are deciding to ask for new console commands after 3 years. It's ridiculous that after somebody on a team with skill takes out the war barracks, on, say, Walls, that no-talent n00bs can hit people in the legs from way the fuck far away for instant kills and claim they have great owning skill.

Edit: I won't even go into talking about pointwhoring off tanks. Not that you could validate that anyways, other than claiming that Westwood intended n00bjets to sit there plinking tanks for hundreds of free points.

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Subject: Ramjet

Posted by [blink\\_182](#) on Mon, 11 Apr 2005 03:31:43 GMT

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Ok you have a point with the change part, now it is more possible since there is almost no support from EA. As for the guys shooting basic inf in the legs, it will still happen if the clip size is changed, unless damage is done too. As for the braggers they can always be challenged for a 1v1 to show them that they truly do suck when they see thier enemy doesn't die when they are shot in the leg. As for me I don't really snipe and when I do I use the \$500 one, so changes won't affect me as much as others. I do agree that the points vs vehicals should be lowered, but those ppl are just sad.

A poll should be held on all this or is there one?

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Subject: Ramjet

Posted by [Kanezor](#) on Mon, 11 Apr 2005 04:42:24 GMT

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Seriously, I find that it takes a lot of time to "pointwhore" off of vehicles using ramjets. If you've got the time to sit there and waste your limited ammo on a vehicle, then you're definitely not helping your team. Hands down.

As for the new console commands, it is my belief that they've been wanted for a while, but no one has been able (let alone willing) to add them, since EA's a bunch of shits in terms of supporting old or "unpopular" games. That is, until Blackhand Studios came around with Core Patch 1 and has shown that they're not only able, but willing, to create new console commands.

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Subject: Ramjet

Posted by [Sniper\\_De7](#) on Mon, 11 Apr 2005 10:51:24 GMT

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That's fine and all Chrono but all I'm saying you are given the choice to use a 1000 dollar character, if you must. But because of that very fact that you don't use one, you cannot blame anyone else for doing so. That is the point I'm trying to make. I have to agree though I do not see any sense in snipers getting 10+ points per shot on a vehicle because I never fully understood that. Also i suppose that would help slightly because people wouldn't feel the need to get 1000 dollar characters, except only to help kill artys/copters to the extreme, because they wouldn't exactly shoot at flame tanks any more as it would be pointless(literally). So people can't get MVP by shooting at tanks all day and that might help. But if people claim they are good with a sniper at killing base infantry than you should really learn to ignore it whoever you are as any sniper should be able to take one down for the most part (if for the example you used walls fly) Though it's easier to do it on field where you can hide and wait for them with shotgunner, which would give you at least an even edge

Oh and about the gunner thing.. I was basically just stating that if you \*know\* how to use it you can kill pretty much any infantry with the first 6 rounds of your gunner, which basically means you have to kill that gunner with your first 4 shots - which can be sometimes difficult as the gunner can shake your screen.

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Subject: Ramjet

Posted by [Aircraftkiller](#) on Mon, 11 Apr 2005 16:02:45 GMT

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De7, go play a game with recoil and see how hard it is to kill something. Your screen shaking will not make your shots miss. No matter where you point, the bullet will hit the area you're aiming at.

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Subject: Ramjet

Posted by [flyingfox](#) on Mon, 11 Apr 2005 16:21:57 GMT

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the maps will be new maps, so anything can be added to them. Both teams will have helipads that heal the apache and orca. The Nod soldier shall be of the same strength as the GDI soldier and will hence be able to destroy orcas as effectively as the GDI soldier. GDI and Nod rocketeers, gunner, the stealth tank, mammoth tank, basically everyone with missiles will be able to heat seek their targets. the heat seek stuff in renegade is fair, they seek most of the time depending on various things in the game. the ramjet basically won't do much damage to an air unit, although since it is a 1000 cost character I think it should do something.

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Subject: Ramjet

Posted by [Sniper\\_De7](#) on Mon, 11 Apr 2005 20:25:05 GMT

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AircraftkillerDe7, go play a game with recoil and see how hard it is to kill something. Your screen shaking will not make your shots miss. No matter where you point, the bullet will hit the area you're aiming at.

i play css on the side and i see what you would mean but in some cases where you have the scope on the screen shakes and so it's a little harder to aim with.

As for new maps I won't play them because the only ones of CP1 i play are snow (and i just use infantry the whole game..) and siege is an alright map. Beyond that I just play the normal maps for what original playing is left. Sometimes it's nice to go into a game and get a 100/200/ammo crate just out of simplicity. If i ever met the person who made renegade CTF I would probably hit them in the face. And then the people who modified it to the extreme that SBH's can jump 5x higher or however much it is. And the fact that engineers that shot obelisk shots with the splash of an arty probably I would punch them in their face as well. if the game changes too much I'll probably just move to CSS at least there I can get some kind of consistency instead of people modifying any of the weapons to do less damage and fumbling with miniscule details that are considered "bugs" to some.

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Subject: Ramjet

Posted by [Kanezor](#) on Tue, 12 Apr 2005 02:24:47 GMT

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While your aiming follows the shake of the screen, your eyes don't. Thus, when the screen shakes, your eyes still look straight out, which is now +/- X/Y where the pointer is actually pointing. It's kind've an optical illusion.

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Subject: Ramjet

Posted by [EatMyCar](#) on Sun, 17 Apr 2005 14:04:39 GMT

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Is this going to happen or what? i cant f\*cking stand the n00bcannon. especally on CTF/CNR servers. god forbid somebody isnt a Havoc/Sak. ok,so i usually get killed by the n00b3tt0rz,but,i suck with it anyway,so i go on my way with the Shotgun trooper,the officer,Chem Warrior,and Patch. far more skill it takes to own a 200/200 character with a Shotgun trooper then with a havoc. and it's SO nice to get a boink on one of those assholes.

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Subject: Ramjet

Posted by [flyingfox](#) on Sun, 17 Apr 2005 23:03:57 GMT

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eatmycar add me foxofts to your bud list. I never use havoc or sakura in capture the flag/cops & robbers games. the people that use them usually suck and can be killed quickly with the likes of an officer or patch. I find the laser chaingunner is the best all round soldier, even against them.

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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).

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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 theri walls (I think the server was St0rmsserver), 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 thrying 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 practivally 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)

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

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