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Subject: QUESTION

Posted by [Foxtrot](#) on Thu, 10 Jul 2008 00:42:20 GMT

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Always wondered why that when you kill a havoc/sakura and they spawn a ramjet why is that ramjet weaker and only holds one shot at a time. didnt always use to be like this did it?

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Subject: Re: QUESTION

Posted by [Lone0001](#) on Thu, 10 Jul 2008 00:51:01 GMT

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Actually that ramjet is stronger than a normal one(at least one bullet is) imo and as far as I know it's always been like this.

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Subject: Re: QUESTION

Posted by [Starbuzz](#) on Thu, 10 Jul 2008 01:30:56 GMT

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Foxtrot wrote on Wed, 09 July 2008 19:42Always wondered why that when you kill a havoc/sakura and they spawn a ramjet why is that ramjet weaker and only holds one shot at a time. didnt always use to be like this did it?

I thought the same too! When I started palying Ren, and now thinking back, I can SWEAR that as a SBH Ramjetter (with stolen ramjet), I would have 4 rounds as usual.

Then I noticed that it is a 1 shot magazine...I really dunno when that happened OR I was just imagining things.

Anyway, it does not bother me...but glad you asked.

PS: Good nickname u have...we need more foxes!

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Subject: Re: QUESTION

Posted by [Foxtrot](#) on Thu, 10 Jul 2008 02:24:19 GMT

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Power to the foxes. And A stronger shot? I havent tsted it but I clearly remember shooting orcas with it and it doing next to no damage.

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Subject: Re: QUESTION

Posted by [Jamie or NuneGa](#) on Thu, 10 Jul 2008 02:48:20 GMT

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It doesn't doing anymore damage to infantry.

It does less damage to vehicles.

Many spawn weapons are weaker than their bought counterparts, dunno if this is to make the bought weapons stay worth it but who knows.

The spawn basic sniper rifle will only do 70 per body shot, 350 per hs. This means that sometimes with the vet system a hs from this rifle won't kill :/.

However if you are nod and see a spawn auto rifle, grab that as it does more damage(it is the same as the GDI one).

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Subject: Re: QUESTION

Posted by [Lone0001](#) on Thu, 10 Jul 2008 05:04:27 GMT

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Yea true it does less damage on the orca and the light vehicles but for some reason as far as I can remember it does more on some vehicles unless it was modified to make it stronger... anyways I donno don't listen to me

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Subject: Re: QUESTION

Posted by [Goztow](#) on Thu, 10 Jul 2008 07:50:02 GMT

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Don't forget that drop weapons have been added afterwards by server side mods. The original game didn't have drop weapons in multiplayer.

I've always known it to have one shot, though.

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Subject: Re: QUESTION

Posted by [Veyrdite](#) on Thu, 10 Jul 2008 10:05:53 GMT

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The one-shot variation is a standard preset (I think) wielded by a single bot in the SP campaign. He's on top of a power-plant on the map with the crashed space-ship. Some servers replace the sakura/havoc ramjet with the one shot variation as well supposedly to stop point whoring.

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Subject: Re: QUESTION

Posted by [sadukar09](#) on Thu, 10 Jul 2008 10:22:57 GMT

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Dropped Ramjets does 15 damage per shot to Tanks, etc. It also has more bullets as far as I know. (50 bullets vs 32.) The down side is obvious 1 shot per clip, and less damage to light vehicles.

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