
Subject: Re: n00bjet-no

Posted by [nukchebi0](#) on Thu, 20 Apr 2006 18:30:21 GMT

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Sniper_De7 wrote on Thu, 20 April 2006 07:25 I'm pretty sure it was said by aircraftkiller or someone else that worked with westwood said that they did it as such. But n00bjets completely lose their argument against Arties and MRLs and any other non-flying unit. There is a unit that's good against artys/mrls - Know what it's called? It's called a tank. Yet you see people n00bjetting them consistantly over and over. Why? Because they get massive points and it takes absolutely NO skill to shoot the tank since it's such a huge target. Like I said, I AGREE that a sniper can be an anti-air unit. The thing that needs changing is the fact that any dipshit can grab a n00bjet and hit a copter. Renegade isn't based around unit A kills unit B always. It's Person A, who has played the game 3times more than Person B (I'm not doing this on purpose mrp) Person A should normally always win, Despite if he uses a tib sydney or a havoc. Why? Because it's a skill for aiming at infantry. However, since it requires NO skill to shoooot any vehicles in game (including a copter) Not to mention n00bjets do more damage over time than PIC (dealing with light armoured vehicles - 240 damage with 4 shots, meanwhile it takes 3 shots of a PIC/Rave to do the same thing, but they have to wait for reloading, meaning it takes longer) And besides, the idea of light armoured means that it has less health already. The fact that it needs to take irregular damage from ramjets makes it completely stupid.

Look, i don't know what else I need to tell you. Ramjets easily overpower copters. If you don't know what you're doing in a copter, you can do nothing to stop it. (Your own case is a very example of this, you stop coptering because it's useless) Which is the case for every other person who wants to try out a copter, they get owned so fast with snipers they don't stand a chance. I already admitted that anti-air is generally necessary the thing which fails to be addressed is that just because a unit is anti-whatever, doesn't mean that it should do massive damage to it. I mean if rockets did major damage to copters the people who buy n00bjets wouldn't buy rocket soldiers because that would require an ounce of skill to actually hit a copter. They specifically buy ramjets because it's extremely easy to use and it's overpowered. I don't know how much more clearer I can get.

edit: Also, I think I've already stated that I can usually kill most of the havocs anyways. I also said that anyone *else* who wants to be in a copter doesn't stand a chance against 5 ramjets. Snipers would perfectly be capable of being support against air if they did small amounts of damage, since it means that the copter can fight a partially injured copter. Instead, and a reason why it's overpowered, it can kill them in 5 shots and pretty much with ease kill all copters except for people who know how to fly in one (not very damn many)

As for your talking about single player. I don't think I've ever once suggested this and I don't know why you went out of your way to type about it. At one point did I ever say anything about copying single player or it to be like single player. Single player is a complete joke.

Okay, I believe you have made your point. Maybe they should have a ramjet limit, like a mine limit. And please, may I have coptering tips.
