
Subject: Re: n00bjet-no

Posted by [Sniper_De7](#) on Mon, 22 May 2006 14:05:50 GMT

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Quote:Aircraftkiller basically said what we need to know: the designers of the game thought this was needed to make it balanced, who are we to say it isn't? OK, they said they put it in because there was nothing better but they still decided it had to be in for balance reasons. Orca/apache are way overpowered anyway.

Who are we to say it isn't balanced? We're the players of the game. They(ramjets) were rushed and honestly, I don't think Westwood thought people would abuse noobjets to get 1000s of points and having 5 of them on one team shooting everything and anything in sight to get a score and thus be "better" But like I've ALREADY FUCKING SAID.(Read the topic, PLEASE) A unit can be anti-whatever but it doesn't have to do massive damage/unlimited range/shoot instantly. That's like saying, well, copters are too strong so we'll put in a unit that kills copters in one hit.

Unbalanced? Yes. The idea is not to take away the anti-air (noobjets) but lower the aspects of the noobjet so that it doesn't make it so easy to destroy one. I'm *FINE* with it being anti-air but it's way too overpowered when any dimwitted fool being new to this game (or spent the entirety of whatever he's played so far) and using noobjets. Aside from that, tanks aren't that *horrible* at killing copters, you just need to know how to aim them. (ie have good skill) The average noob doesn't know how to fly a copter, thus, even a tank, apc, or a soldier can kill a copter. Can't say this when that same noob who can't copter grabs a ramjet and shoots copters out of the sky, can you? Why? because it doesn't take a bit of skill to do it.
