
Subject: Re: n00bjet-no

Posted by [Aircraftkiller](#) on Thu, 25 May 2006 17:16:27 GMT

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Oh, okay. To show you the faults in your logic:

For this discussion, we will assume that Havoc is replaced by a unit called Unit X. Unit X has a remote control that destroys everything on the enemy team, so long as you press the only button it has. Now, let's assume that Unit X has existed in place of Havoc\Sakura for the past four years, and that its only weakness is another Unit X, or a solitary set of units that is impervious to its Remote Control of Doom.

Quote:I will explain this one last time real easy: if there are many Unit X about, DON'T buy something that is ripped apart easily by Unit X. It is that simple. Buy something else to either kill those remote control users or something that they can't kill like heavy armor and ignore them to kill their base.

The problem with this argument should be apparent. You're suggesting that Unit X is the only viable counter to Unit X. If Unit X were balanced, another unit not of its own type could take it out easily.

Quote:If you still go out and buy an orca with Unit X about, that would just be plain stupid, right? That is why you should buy an orca only when the hand/barracks is down or risk being ripped apart.

So any vehicle should be rendered useless (or better yet, with heavy armor, point-beneficial to the enemy) because Unit X exists on the battlefield?

Quote:Overpowered would be if you could do absolutely nothing against it. But that is definitely not the case here. I really don't see why people are getting so worked up over this n00bjet here.

In the case of Unit X, there is nothing you can do about it. Once the button is pressed, the game is almost won for its team. This isn't much different from Havocs and Sakuras. In case you're as stupid as you come off as being, I'll make a little list to show you what happens with what units:

Havoc\Sakura can destroy these, with one shot:

- Rifle Soldiers
- Grenadiers
- Flamethrowers
- Shotgun Troopers
- Engineers

Havoc\Sakura can destroy these, with two shots:

All other types of infantry

Havoc\Sakura can destroy these, with four to five shots:

Buggies
Hum-vees
MRLS
Artillery
Orcas
Apaches
Transport Helicopters

Havoc\Sakura cannot easily destroy these, but will earn upwards of 10 points per shot from them:

All classes of vehicles.

Havoc\Sakura have instant impact with their weaponry. They have the most range of any unit (along with 500 credit snipers, that are also slightly overpowered due to their insane vehicle damage and point grabbing) at 300 meters, which is the maximum view distance. They hold 32 rounds, four in the n00b cannon itself upon purchase or rearmament. Not only that, but they also do the patented Flicker Dance of Death where the client thinks that the unit is walking, while the server says they're running, so you see both animations at the same time as they move side to side. This, in turn, makes them even harder to take out than they already are with 250 points of health and 100 points of armor.

All of this is gained for a measly 1,000 credits, while every other 1,000 unit does much less for the same price. Amazing, isn't it? Now go crawl back under your rock.
