
Subject: Sakura or Blackhand?

Posted by [Renx](#) on Fri, 13 Aug 2004 10:23:46 GMT

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DethdeathRenxThe logic behind getting a ramjet when the other team has no barracks/HoN, is no better than cheating itself. Yes but that's the logic behind it. :rolleyes:

In game it just means your team sucks, because they lost the barracks and now you've gotta die like 50 times as a punishment....

You can't lose the Barracks and then complain about lame ramjets/n00bjets, it's the same as with the Weapons Factory and not being able to buy vehicles, or even the Refinery and not getting credits.. Don't expect to be just as strong as the other team when you're a building behind, especially the Barracks. No Barracks - no advanced infantry units (which has its "own-by-n00bjets-too-fast" downside...deal with it)

I'm talking about the people that go out of their way, stop everything they're doing, and get a ramjet just for the purpose of killing basic infantry. There are usually already snipers, but then as soon as the barracks dies, about 5 more people convert to ramjets.

I prefer if the enemy barracks stays alive, because I get my points based on the kills I get. The better characters I kill, the more points I get. Sniping basic infantry is boring, and get no points. If it comes to that, I usually go into the other base and try to take out the engineers repair buildings. Buildings die pretty fast when all of a sudden 4+ engineers stop repairing it :twisted:
