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Subject: a bug that isn't a bug... BHS please look before acting

Posted by [cokemaster](#) on Thu, 26 Aug 2004 01:13:57 GMT

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PermaGrin, Don't forget Nod do get the Stealth Blackhand which has the laser rifle - that is fairly effective against air. Thinking about that, so is the Laser Chaingun.

The gameplay I am seeing more commonly is just n00bjetting. Not just using them against air (from 300 meters away) but against tanks... in some 40-50 player games, its just a race to get n00bjets (The server will remain nameless but a lot of people can probably guess).

The definition of a sniper (from my translator program) is:

Quote:snip-er n

somebody who shoots at people from a concealed position

Now how does dancing in the middle of the map (flickering, another bug BTW) shooting at tanks and aircraft alike hoarding points (and doing little damage for relatively heavy armored units like Medium tanks, APC's, Mammoth tanks and Light tanks) fit the above definition.

People whine about proposed gameplay changes using the reason "It will ruin gameplay". Wake up, with n00bjets the gameplay has already been ruined. Toning snipers has been proven not to 'ruin gameplay' as proven in Renalert, snipers are still used - but they take SKILL to use effectively.

I'd like to see changes to alter the n00bjets, to tone it down. Knowing that there is a flaw is one thing, exploiting it as many people have done is another.

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