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Subject: Fix the damn gun

Posted by [liberator](#) on Fri, 03 Dec 2004 22:30:56 GMT

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HulkcoreIn addition, no one seems to complain about the fact that a shotgunner can take down an MRL/MobArt with ammo to spare! That seems more "unrealistic" and "unbalanced" than a sniper rifle designed to pierce armor.

The difference is that a shotgunner has to get close enough to shoot the Arty, unlike the n00bjet which can sit from WAY out of range of EVERYTHING else except artillery which dies in seconds and is too inaccurate to stop a n00bjet without deploying at least 2.

There's plenty of ways to counter each and every strategy in Renegade, bottom line is, if you're getting mowed down by snipers, ramjet or non, GET BETTER AT DODGING/SNIPING. It's not that hard.

says the guy on the other side of the sniper rifle. I will agree that standard snipers are dodgeable, but n00bjets do 200 damage no matter where they hit you and they can be fired in rapid succession.

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