
Subject: Fix the damn gun

Posted by [liberator](#) on Tue, 07 Dec 2004 07:04:46 GMT

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=[DT=gbull=[L]=]but if you truly have skillz than you dont need a n00bjet to own at sniping, a 500 works just fine for me, but in AOW i generally use a n00bjet just to mow down any humvees that want to try to sneak in and take out my refinery.

You just made our argument for us. If a unit has as precise a weapon as a sniper rifle, it needs to be limited somehow. That's all we're asking for.

Right now, especially on Fan Map servers, if a n00bcannon gets within targeting distance, the Finger of God descends in the form of a blue streak, even(and usually especially) when most players are struggling to get a \$500 character early in the game.

What we are asking is that the weapon be balanced, right now it turns even mediocre snipers into Gods, and that is unfair to the opposing team.

It's too powerful and it taunts the opposing team, it in effect says "Yeah, I'm out here, way beyond you're most long range weapon. I can kill you at will and my only weaknesses are running out of ammo and if you can somehow live long enough to trace my location and get a tank here, in which case I probably long gone, or get another n00bjet to kill me before I can see him and kill him myself."

It sucks, it's unfair, it's a cheat that's allowed because the devs never got around to fixing it and people who use them are n00bs of the highest level because they would suck otherwise(in a fair fight).

It needs to be limited somehow, if you are incapable or, more frighteningly, unwilling to change the damage profile, at least make it single shot with one mother of a reload time(I don't think 2x what a railgun needs is totally out of the question, I mean if you're going to camp anyway, waiting 4-5 secs between kil, er...shots shouldn't matter to you.)
