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Subject: Fix the damn gun

Posted by [liberator](#) on Tue, 07 Dec 2004 21:37:04 GMT

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For proper game balance everything should have a counter.

Vehicles, even a Mammoth, rightly fear a player with a Personal Ion Cannon or a Rail Gun. It only takes 5 shots from a PIC/Rail to kill a helicopter/orca, but like any long range weapon, it's virtually useless in close quarters.

Infantry rightly fears a sniper at long range, but a SBH or Patch owns them if they get close enough.

The only weapon that doesn't have a counter is the n00bjet. It can kill an Arty before it can be brought to bear, it can kill an Orca before it gets in range of its rockets, and it can kill ANY infantry before they get anywhere near being able to lay down any suppressing fire.

A n00bjet doesn't require any real skill aside from a steady hand and fast reflexes, unlike say a rocket or grenade launcher.

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