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Subject: Fix the damn gun

Posted by [Aircraftkiller](#) on Fri, 10 Dec 2004 17:41:49 GMT

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msgtpainThe only problem with what you've been saying is: You have FAILED to deliver a map which satisfactorily changed the units as outlined.

You bitch about the Havoc over and over and over... EVERYONE has said, if you provide a unit that can counter across the map units efficiently, and make SEEKING missiles from everything that fires a rocket.. NO ONE will care if you change the way Havoc/Sakura function..

Problem is.. you can't seem to make the missiles seek.. so we don't agree to run your maps where all you do is make your Orca own everything in the game..

Whereas the alternative where people like you get to pretend you're skilled by running around killing everyone with Havoc, who has no recoil, instant projectile impacts, and can hit anything he can see?

Sure, if by no one, you mean people like you who whine when they get killed when using a Havoc class unit. Yes, I know all about the stories where you threaten to ban people for killing you when they sneak up with a unit that you can normally kill easily and go apeshit over it.

As a matter of fact, that's about all you do every game, use a Havoc unit. I'm not sure about the complaining but I do know you have a really hard time believing the damage a vehicle mounted machine gun can do.

I gave up on tryng to fix this stuff for you after you repeately decided "I can't use my Havoc to beat everything like I used to, so this sucks..." Sorry you don't have the ability to hide and kill soldiers, which actually takes a lot more skill than your flicker dances on the bridge in City Flying.

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