
Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Aircraftkiller](#) on Mon, 13 Dec 2004 04:50:48 GMT
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Whether or not it's a FPS is irrelevant, there are plenty of games that hybridize RTS\FPS and still play balanced, unlike Renegade. A lot of the people who think n00b cannons are balanced are hiding behind a security blanket, because without it, they'd have to use something that takes more time and more effort to use instead of simply pointing in someone's general direction and hitting them with the force of an anti-tank missile...

The weapons on the Orca and Apache are not fine. They are overpowered and allow the units to hover over a target and constantly bombard it with gunfire. They are almost as bad as the n00b cannons are, except the n00b cannons don't have flashing red lights with easily heard sounds giving them away from 300 meters.

Don't even forget the useless Transport Helicopter. You might as well dig yourself a grave six feet under before you get into one, so you have a place to rest when you're blown away by the n00b cannons doing their flicker dance shit on the bridge in City Flying or in several areas on Walls Flying.

While CounterStrike: Source has something similar to the n00b cannon, the AWP is not almost unstoppable. The people using it do not get a huge health increase. The AWP has inaccuracy. It will not hit every single time you fire, ESPECIALLY when you're running. The AWP has a single shot bolt action, the n00b cannon has four shots with no recoil, no inaccuracy, and allows you to hit EVERYTHING you see... The range of a n00b cannon is 300 meters, and the furthest you can see in Renegade is 300 meters.

The AWP doesn't cause you to flicker around side to side, being practically impossible to hit with a skilled shot. The sniper rifles in Renegade allow this.

So lets recap. Not only do "snipers" get huge damage bonuses, get mega points (YES you can get MVP while being a n00b cannon user, all it takes is shooting tanks and infantry all game) from every target except buildings, and have enormous health\armor ratings... They also allow you to be basically impervious to fire unless someone runs you over, or gets a lucky shot on you while you're flickering around at warp nine. All for \$1,000, and the fucking Mammoth Tank gives a n00b cannon about 15 points a shot for a tank that costs \$1,500...

Yeah, lets throw out the RTS balance. Where aircraft don't destroy everything unless en-masse, and where snipers don't destroy everything... Lets just embrace the worst gameplay seen since Monster Truck Madness instead.
