
Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Javaxcx](#) on Tue, 21 Dec 2004 13:13:37 GMT
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AircraftkillerNo, he's not. Mobius is only good at close range and takes more time to destroy a Buggy or Hum-vee than a n00b cannon does.

Comparitively speaking, the damage Mobius inflicts on infantry, vehicles, and buildings DOES in fact make Mobius good at everything.

Quote:The n00b cannon does not need to damage vehicles anywhere near as much as it does now. Maybe 5% of its current vehicle damage is acceptable, but not what it is immediately.

Why? For the sake of realism? But didn't you say blantly that the realism card is bullshit in this argument anyway? If what you're looking for is justification for driving your buggy out into a sniper infested field at a point in the game when everyone CAN afford a sniper, then you're grasping at straws. Or what about your Orca or Apache? Didn't we already discuss this in another thread? In both flying maps (excluding Glacier) there are MANY strategic routes that one can fly in order to evade snipers. But then again, if you're stupid enough to fly into a nest of them, you deserve to have your vehicle destroyed. One or two snipers are easily evadable, and you know this.

Quote:I've been following Renegade since 1998. It was pitched then and was pitched in 2002 as being C&C95 in first person.

I would definately like to see some official proof of that.

Quote:Both "snipers" destroy all of these units:
MRLS
Artillery

That's right. But in just about every instance, it is possible to take cover and repair. Think strategically.

Quote:Hum-vee
Buggy

Remember, buying these things when you know there are snipers, PICs, Railguns, or VAR units out there is the poor choice on your part.

Quote:Orca
Apache
Transport Helicopter

All of these units can effectively utilize their cover in the maps they star in.

Quote:All infantry

This is moot because all infantry have the potential to kill all other infantry well. At least, short of

the Tiberium Rifle Sydney, but that is another discussion.

Quote:What does that leave undamaged, but getting horrible points off?

APC

Mammoth Tank

Medium Tank

Light Tank

Stealth Tank (which literally gives off like 23 points a shot)

Oh yes. Lets get those units so they can shoot my Light Tank for 10 points a shot. By the time I drive across the bridge on City Flying, assuming I haven't been shot up already, they can have 100+ points from just shooting at my tank. By the time I destroy one, I made no point profit. I gave the enemy more points by just getting a vehicle than I did killing the soldier that did the damage to my vehicle.

We've already agreed that the points are a problem. So this argument is irrelevant.

Quote:OH LIKE IT'S THAT HARD TO HIT SOMEONE WITH A WEAPON THAT HAS FOUR SHOTS PER MAGAZINE AND HAS NO RECOIL, AND FLICKERS SIDE TO SIDE WHILE SCOPED TO MAKE IT EVEN HARDER TO TARGET THE ATTACKER.

I, and many others don't find it all that hard. Why do you?

Quote:By the time they finish taking my armor off my tank with the n00b cannons, I'll have probably 200 points from attacking a building. They'll have more. It's useless to get a tank, you lose anyways.

The point argument aside, you're assuming that your tank will only last for 200 points. Those snipers can only unload so many shots into you before your point intake overtakes anything they can do to you. However, it's not the sniper's fault if you drove your tank into a heavily defended base and you only got 200 points.

Quote:The reason why tanks couldn't aim at aircraft was that they moved so fast, which makes it futile for them to attempt firing with unguided tank shells. Obviously this can be done in first person but takes a lot of luck or skill to pull off.

But that doesn't matter, remember? In TD you couldn't hit aircraft with anything except the rocket soldier and the Mammoth Tank, I believe. Realism arguments are moot!

Quote:As I said earlier this game was pitched as being C&C95 in first person. The Commando is meant to be Havoc. Havoc's gun is supposed to be useful against infantry only.

See above, somewhere.

Quote:The game has not been fine. People don't stop playing games because they're fun. They stop playing them, like this one, because it sucks.

"Fun" is a relative term. I happened to like the concept of this game, so I played it, and it has and is fun. Some people get bored, some people move on, or others get lives outside video games. Because people leave an otherwise dying game doesn't mean the "cause of death" is definitely the sniper rifles.
