
Subject: Re: n00bjet-no

Posted by [Sniper_De7](#) on Tue, 18 Apr 2006 01:26:04 GMT

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It has unlimited range, kills a copter in 5 hits (what's that? 6 seconds?) and you're shooting a vehicle, which is considerably easier to hit. Compare that to the copter which has to hit a small target in seconds, and if it's two n00bjets, you can cut the time to even less. Or if you have 5 of them, as often the case usually is, since it requires no skill for some nameless guy to shoot a copter. (this is why they keep buying n00bjets, since it's so easy to get points) Unfortunately, any person in a copter, if sucks too much can't even get close to a person who sucks in a n00bjet since it takes far more skill to pilot a copter. I'm not even going to add any more ideas to people who buy n00bjets the entire game, since they'll abuse it.

oh, and the copter range is also limited. The apache's being so pathetically poor

PPS - even if it miraculously was fair, which it isn't - but for the sake of argument - why would it be the ramjet that gets to do the damage? I can hardly play a game of field or city flying or walls where some guy buys a havoc to shoot at artys or MRLS or copters.
