
Subject: Re: n00bjet-no

Posted by [Sniper_De7](#) on Tue, 18 Apr 2006 03:03:05 GMT

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nukchebi0 wrote on Mon, 17 April 2006 21:07Sniper_De7 wrote on Mon, 17 April 2006 18:42nukchebi0 wrote on Mon, 17 April 2006 20:33Considering Nod has artillery which can distract Havocs or easily kill them at long ranges, I think that any Apache driver who doesn't support, but goes commando, should get blown out of the air. If the U.S. had initially bombed Iraq with B-52 and a lack of jamming at the beginning of our wars with them, then the U.S. Army would be sitting in their bases right now, and Saddam Hussein would be in one of his 394 palaces, as the casualty rate for the bomber crews would have been at least 80% and the public opinion of the war would drop down the roof. But we removed the air defense with jamming, F-117's and cruise missile, so when our susceptible aircraft arrived, they would blow the crud out of Iraq while having a casualty rate of 0%.

Uh.... thanks for that information?

Artilleries can easily kill havocs at long range? are you serious? Either the havoc is entirely stupid all-together or... well the havoc is entirely too stupid. (Which goes with my point that it's normally someone who sucks buying n00bjets)

I also fail to see how going out into the middle of city flying where my teammates are and getting shot by like 5 n00bjets constitutes as "going commnado" and it still doesn't address the fact that ramjets do insane damage. I'd have no problem if there was some kind of limit on the number of n00bjets you could buy. I can honestly handle probably 2-3 pretty easily on a map say city fly. But when you've got like a band of 5 n00bjets on the bridge and you die in less than 2 seconds, that it isn't fair at all.

And still just because it's light armoured doesn't mean it should do insane amount of damage, i don't care what the fuck it would do in a realistic event, if it's going to do damage at least make it reasonable, not 5 hits and a copter is dead or i believe it's 7 and an arty is. A rocket soldier should be more effective at killing light armoured vehicles no matter what, as would railguns/pics, so yeah, why would the ramjet do the most damage out of all of these

1. I said distract. If the Havoc is trying to gun a copter down, an artillery can easily massacre them.
2. If they are on the bridge then you can buy a flamer and run them over.
3. Rocket soldiers do more damage to heavily armoured vehicles than Havocs, and the PIC/Railgun does too. However the ramjet is a instant hit owing to the muzzle velocity of a mile per second, while the rocket can't hit anything but heavily armored vehicles without much trouble.

Since the PIC/Railgun does the same amount of damage to infantry, but still annoys/destroys vehicles at long ranges, then it really is a better buy than the ramjet, but people can buy what they choose. Personally, I buy the sniper rifle to snipe, since I will be getting headshots, the ramjet to defend a base, since engineers die with a body shot, and a PIC/Railgun to drive away vehicles. I never buy the Volt-Auto Rifle, due to its range (what range?).

and no, an artillery can't "massacre" an infantry because of many things.

1. IT doesn't even hit where you tell you it to hit often times
2. the artillery shells travel so slow that you can often times dodge them if you see them.
3. A havoc should be able to get off about 7 shots before an artillery could kill him.
4. You can easily run away even if you did have low health. Since they're so slow

this all doesn't tell me the exact principle of the fairness of copters being able to get killed in 5 hits, 5 hits takes around 6 seconds and probably 3-4 if you had two 1000 dollar characters. how in god's name can you call that fair? A 900 dollar unit shouldn't be able to be killed with a gun that already shoots instantly and capacity to shoot 4 rounds, not to mention its UNLIMITED range. I'd bet you if it took an ounce of skill for snipers to shoot copters (say the bullet didn't travel instantly) They'd probably give up entirely and probably quit city flying. Because I've seen it plenty of times before where people flat out QUIT after losing the barracks even after I kill their n00bjets multiple times. Which makes me believe that the only units they can do good in is a n00bjet, which means that it is overpowered and too easy to use.

Like I said, even on field people use snipers to kill artilleries/mrls. They don't even TRY to use a tank. Often times it's usually their first unit they buy and even if you kill them they'll still come back again and again probably not once buying a med tank - why? because it takes no skill what-so-ever to shoot light armoured vehicles with a gun that does massive damage and has unlimited range