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Subject: Re: n00bjet-no

Posted by [nukchebi0](#) on Tue, 18 Apr 2006 05:12:15 GMT

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Sniper\_De7 wrote on Tue, 18 April 2006 14:15Quote:If copters are that susceptible to ground fire (they get pawned by any machine gun), wouldn't that be a minor hint that they are a waste of money, which should be spend on ramjet infantry to eliminate theirs.

Also, they standard sniper rifle is almost as quick of a destruction for helicopters. Why don't you complain concerning that?

Copters aren't susceptible to ground fire. The only real thing that usually kills copters are two things... copters and ramjets and no the 500 sniper is not almost as quick, it takes twice more shots. It has to reload twice to kill one. I'm all for an infantry to do damage to a copter but at least make it so that only skilled people can use it effectively to kill skilled copters. Although I have to agree that 500 snipers probably shouldn't be able to do any damage to light armoured vehicles.

If I had to try out a more even way I'd say the ramjets do damage what 500 snipers do and the 500 snipers little damage to light armoured vehicles. That way there's some incentive to buy 1000 dollar snipers but the main use of the sniper rifle is unchanged (infantry damage is the same) Although I won't even get started on that, since the minute the enemies hand/barracks goes down expect 50 n00bjets shooting base infantry. (again, more proof for why a n00b would use the character)

Then buy armored tanks and crush the n00bjets before eliminating their barracks/HON.

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