
Subject: Re: n00bjet-no

Posted by [nukchebi0](#) on Thu, 20 Apr 2006 02:39:34 GMT

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Sniper_De7 wrote on Wed, 19 April 2006 21:16: Not really, Westwood just threw it in there to counter copters, they didn't care to actually make it fair though, which is exactly the point i'm trying to say. Westwood had no real intentions to making the ramjet be overpowered. They had no knowledge that people would abuse the fact people would use it to get massive points and have 5 n00bjets on one team. If they would have known they'd have made another unit and make it so that it takes a small amount of skill to kill a copter. Not make it so everyone can, as everyone does. So to answer your question, it WAS intended to be just to kill infantry. That's what a sniper rifle is for. You don't hear stories of the white feather shooting down tanks. It's because it's impractical. And besides even yet

And even so, it still doesn't explain why it's good against artys or anything, since tanks are a plenty good anti-arty or anti-mrl unit, so logically it doesn't fit at all.

Here let me stretch a story to make a point, if westwood had a gun that killed all copters in one hit, but copters could kill other things well, does that mean that it makes that specific gun any more or less fair? If it's going to be fair, make it so that it takes more skill to kill a copter. I'm fine if it's anti air and everything, but it shouldn't be able to kill a copter in 5 hits, if it was say 10 or something, than it would require a lot more skill for a person. Now do you understand? Just because it's anti-whatever doesn't mean it should be overpowered so much that it makes that unit useless

If it really wasn't fair, wouldn't someone have made a patch to fix it, especially Westwood, considering the amount of feedback they have received. Also, helicopters do need a counter.
