
Subject: Re: n00bjet-no

Posted by [nukchebi0](#) on Fri, 21 Apr 2006 02:30:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

flyingfox wrote on Thu, 20 April 2006 14:54 If rocket soldiers' rockets would properly seek and hit moving aircraft, rockets did a little more damage to all types of armour, and Nod soldiers did the same damage as GDI soldiers, then I believe it would be perfectly balanced to reduce n00bjet damage against light armour to exactly that of the 500 sniper's. There wouldn't be problems (or at least no more problems than there are now) with MRLS, Artillery or the orca/apache because there would be RELIABLE rocket soldiers, and if you don't have a HON/Barr (or can't afford a rocket soldier), then standard soldiers -- even the Nod ones -- would do reasonable damage! No misbalance at all, and the game would be more fun for both parties.

The problem though is that even with mods that make rockets seek, they absolutely suck at seeking aircraft and NEVER hit moving aircraft (I know this from the trial on the n00bstories server). If they seeked properly and stood a good chance of hitting, they would be fine for the job.

I don't believe that a single unit in the game should have so much strength. I'm talking about the ramjet here. Without ramjets, aircraft would indeed be more powerful, ***but not with the proposed changes above***. Those changes would balance everything.

You should design a game.
