
Subject: Re: n00bjet-no

Posted by [Sniper_De7](#) on Mon, 22 May 2006 13:28:25 GMT

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You don't see anything wrong because you probably don't use a copter that much, especially after, "I like ramjets". the idea that two people who suck monstrously at the game can buy two havocs/sakuras and can kill a copter with ease unless the copter knows what he's doing (and the snipers don't, which is usually the case)

Let me put it to ya this way. If I go out on field with a med tank, I have a good chance of killing 2-3 light tanks if they suck. Why? Because they have no skill and can't shoot at me and usually miss. Now in the case when fighting the noobjet, it takes absolutely *no* skill to shoot a vehicle, (this goes double for arties/mrls by the way, which has no valid reason for doing damage against it, and no one can refute) It takes no skill to shoot at the vehicle because of two things: It fires instantly, and it has unlimited range. Now, if it took an ounce of skill to use a noobjet (ie the idea that they either have to fire more shots (less-damaging noobjet), or have to lead their shots (slow-firing noobjet)) Have a gun do all of these and any random person can be "good" just because *anyone* can use it.

Care to refute any of this, red? Because I'd like for you to come out of your veil and show how smart you really are. That is of course if you already are unveiled

@ Wodka, if people actually had as much "teamwork" as getting 5 noobjets, they can be sure to get 5 PICs / Raves, which would dessimate any copter(Which they won't do, by the way, because they won't have that super range of shooting copters from the other side of the map so they'll probably cry and leave the game since they can't use anything but noobjets). Aside from that, APCs, tanks, and (gasp) another orca/apache is fine enough to do the job, plus, i wasn't saying making the damage against copters be null and void, I was saying for it to do less damage (more like the ramjets do 500sniper damage whilst the 500snipers did the null and void damage. Every bit of armour you take off a copter helps another copter, so it would be good anti air, just it's not going to damage and kill copters near-instantly.