
Subject: Re: n00bjet-no

Posted by [PackHunter](#) on Thu, 25 May 2006 17:54:30 GMT

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For this discussion, we will assume every letter you typed in your last post is an e. WTF you don't make any sense at all now!!! I have won this discussion...

Ok, moving on. To get 2 hits on other characters in 1 on 1 combat you actually need quite some practice. Not everybody just picks up a n00bjet and starts killing people with it. And I think a character that costs 1000 credits should be able to kill free characters pretty easily don't you?

Quote: while every other 1,000 unit does much less for the same price

How about a raveshaw? Isn't that overpowered too then? I can just as easily "snipe" with a raveshaw seeing that a sniper does not use it's scope in renegade. It does not have the same range and not a big clip but the damage is instant too and is the same to characters as the havoc's. To make up for range and reload times they do insane damage to ALL kinds of vehicles. It seems to me that for the same price you get something similar as the havoc.

I'll give you one thing though, the points they get for hitting heavy armored vehicles. I do think that if you are not doing any damage you shouldn't get any points. Although I think of this as a minor bug.

And about the flickering dance (which is obviously a bug too), a sniper looking through his scope is really easy to hit because they actually hardly move at all despite of what you say.

Those last 2 bugs have nothing to do with the n00bjet being overpowered though.

Quote:Now go crawl back under your rock.
You are a retard.
