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Subject: Re: n00bjet-no

Posted by [Sniper\\_De7](#) on Thu, 25 May 2006 18:20:18 GMT

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Raveshaw/PIC

80dmg against all vehicles, slow firing, instant shot, short range. Against vehicles, however, any vehicle is faster and can go beyond the raveshaw's range and kill a raveshaw. Note also that it's slow reload and only one shot per round also makes it considerably worse in killing infantry compared to the ramjet, woh has a 4 round clip and reloads about the same as a raveshaw does.

Ramjet, 60 damage to all light armoured vehicles (240 per clip) Which means it kills light armoured vehicles FASTER than a raveshaw or PIC would (If you can't agree with me that this is retarded than I don't know why I'm bothering) Not to mention it shoots pretty fast, instant shot, and unlimited range. What's even better about the ramjet is that since its range is unlimited, it can fire on any vehicle from anywhere and that vehicle can't back up far enough to get out of the range because the range is unlimited.

The key factor here is that unlimited range isn't just a joke, it's a damn good feature to have on a weapon, but to then go and make it do super damage to light armoured vehicles and then get so much points for shooting anything from anywhere. (this is where unlimited range and super points shine, since you can shoot any vehicle from a safe place and get massive points (ie your own base) Naturally, you can't do fuck all except rush their base which would be suicide.

I could easily handle n00bjets if they didn't have such long range and can shoot at me while i'm fighting with a tank. If they had to get up, well then my splash damage would tear it apart. But of course if the n00bjets had either A) less damage B) didn't fire instantly or C) have infinite range, I'd guarantee you people wouldn't buy them anymore

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