
Subject: n00bjet-no

Posted by [nukchebi0](#) on Tue, 18 Apr 2006 00:50:24 GMT

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I hear many people complain about the ramjet rifle power vs. helicopters, and that they are n00b weapons that should damage the helicopters like they do. What these people don't realize is that the ramjet rifle supposedly shoots its projectiles at a mile per second muzzle velocity. Do you think a dinky, poorly armor helicopter is going to like the kinetic energy of a mile per second bullet? No.

Subject: Re: n00bjet-no

Posted by [Sniper_De7](#) on Tue, 18 Apr 2006 01:06:51 GMT

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Too bad renegade is not based on realism, k? A rocket launcher would tear up a helicopter yet it does LESS damage per shot. As well as any other unit is unrealistic and so is the damage so can you use an argument that doesn't go with the realism? How about going with fairness, which is where the argument for sniping copters falls short, sadly.

Subject: Re: n00bjet-no

Posted by [nukchebi0](#) on Tue, 18 Apr 2006 01:18:03 GMT

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Considering the damage done by the helicopter chaingun, it seems perfectly fair to me.

Subject: Re: n00bjet-no

Posted by [Sniper_De7](#) on Tue, 18 Apr 2006 01:26:04 GMT

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It has unlimited range, kills a copter in 5 hits (what's that? 6 seconds?) and you're shooting a vehicle, which is considerably easier to hit. Compare that to the copter which has to hit a small target in seconds, and if it's two n00bjets, you can cut the time to even less. Or if you have 5 of them, as often the case usually is, since it requires no skill for some nameless guy to shoot a copter. (this is why they keep buying n00bjets, since it's so easy to get points) Unfortunately, any person in a copter, if sucks too much can't even get close to a person who sucks in a n00bjet since it takes far more skill to pilot a copter. I'm not even going to add any more ideas to people who buy n00bjets the entire game, since they'll abuse it.

oh, and the copter range is also limited. The apache's being so pathetically poor

PPS - even if it miraculously was fair, which it isn't - but for the sake of argument - why would it be the ramjet that gets to do the damage? I can hardly play a game of field or city flying or walls where some guy buys a havoc to shoot at artys or MRLS or copters.

Subject: Re: n00bjet-no

Posted by [nukchebi0](#) on Tue, 18 Apr 2006 01:33:46 GMT

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Considering Nod has artillery which can distract Havocs or easily kill them at long ranges, I think that any Apache driver who doesn't support, but goes commando, should get blown out of the air. If the U.S. had initially bombed Iraq with B-52 and a lack of jamming at the beginning of our wars with them, then the U.S. Army would be sitting in their bases right now, and Saddam Hussein would be in one of his 394 palaces, as the casualty rate for the bomber crews would have been at least 80% and the public opinion of the war would drop down the roof. But we removed the air defense with jamming, F-117's and cruise missile, so when our susceptible aircraft arrived, they would blow the crud out of Iraq while having a casualty rate of 0%.

Subject: Re: n00bjet-no

Posted by [nukchebi0](#) on Tue, 18 Apr 2006 01:36:05 GMT

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Sniper_De7 wrote on Mon, 17 April 2006 21:26

PPS - even if it miraculously was fair, which it isn't - but for the sake of argument - why would it be the ramjet that gets to do the damage? I can hardly play a game of field or city flying or walls where some guy buys a havoc to shoot at artys or MRLS or copters.

High caliber-weaponry destroys lightly armored vehicles. Ramjets are still useless versus real tanks such as the medium tank or flame tank.

Subject: Re: n00bjet-no

Posted by [Sniper_De7](#) on Tue, 18 Apr 2006 01:42:14 GMT

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nukchebi0 wrote on Mon, 17 April 2006 20:33 Considering Nod has artillery which can distract Havocs or easily kill them at long ranges, I think that any Apache driver who doesn't support, but goes commando, should get blown out of the air. If the U.S. had initially bombed Iraq with B-52 and a lack of jamming at the beginning of our wars with them, then the U.S. Army would be sitting in their bases right now, and Saddam Hussein would be in one of his 394 palaces, as the casualty rate for the bomber crews would have been at least 80% and the public opinion of the war would drop down the roof. But we removed the air defense with jamming, F-117's and cruise missile, so when our susceptible aircraft arrived, they would blow the crud out of Iraq while having a casualty rate of 0%.

Uh.... thanks for that information?

Artilleries can easily kill havocs at long range? are you serious? Either the havoc is entirely stupid all-together or... well the havoc is entirely too stupid. (Which goes with my point that it's normally someone who sucks buying n00bjets)

I also fail to see how going out into the middle of city flying where my teammates are and getting shot by like 5 n00bjets constitutes as "going commnado" and it still doesn't address the fact that ramjets do insane damage. I'd have no problem if there was some kind of limit on the number of n00bjets you could buy. I can honestly handle probably 2-3 pretty easily on a map say city fly. But when you've got like a band of 5 n00bjets on the bridge and you die in less than 2 seconds, that it isn't fair at all.

And still just because it's light armoured doesn't mean it should do insane amount of damage, i don't care what the fuck it would do in a realistic event, if it's going to do damage at least make it reasonable, not 5 hits and a copter is dead or i believe it's 7 and an arty is. A rocket soldier should be more effective at killing light armoured vehicles no matter what, as would railguns/pics, so yeah, why would the ramjet do the most damage out of all of these

Subject: Re: n00bjet-no
Posted by [nukchebi0](#) on Tue, 18 Apr 2006 02:07:15 GMT
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Sniper_De7 wrote on Mon, 17 April 2006 18:42nukchebi0 wrote on Mon, 17 April 2006 20:33Considering Nod has artillery which can distract Havocs or easily kill them at long ranges, I think that any Apache driver who doesn't support, but goes commando, should get blown out of the air. If the U.S. had initially bombed Iraq with B-52 and a lack of jamming at the beginning of our wars with them, then the U.S. Army would be sitting in their bases right now, and Sadam Hussein would be in one of his 394 palaces, as the casualty rate for the bomber crews would have been at least 80% and the public opinion of the war would drop down the roof. But we removed the air defense with jamming, F-117's and cruise missile, so when our susceptible aircraft arrived, they would blow the crud out of Iraq while having a casualty rate of 0%.

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2. If they are on the bridge then you can buy a flamer and run them over.
3. Rocket soldiers do more damage to heavily armoured vehicles than Havocs, and the PIC/Railgun does too. However the ramjet is a instant hit owing to the muzzle velocity of a mile per second, while the rocket can't hit anything but heavily armored vehicles without much trouble.

Since the PIC/Railgun does the same amount of damage to infantry, but still annoys/destroys vehicles at long ranges, then it really is a better buy than the ramjet, but people can buy what they choose. Personally, I buy the sniper rifle to snipe, since I will be getting headshots, the ramjet to defend a base, since engineers die with a body shot, and a PIC/Railgun to drive away vehicles. I never buy the Volt-Auto Rifle, due to its range (what range?).

Subject: Re: n00bjet-no

Posted by [Sniper_De7](#) on Tue, 18 Apr 2006 03:03:05 GMT

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nukchebi0 wrote on Mon, 17 April 2006 21:07Sniper_De7 wrote on Mon, 17 April 2006 18:42nukchebi0 wrote on Mon, 17 April 2006 20:33Considering Nod has artillery which can distract Havocs or easily kill them at long ranges, I think that any Apache driver who doesn't support, but goes commando, should get blown out of the air. If the U.S. had initially bombed Iraq with B-52 and a lack of jamming at the beginning of our wars with them, then the U.S. Army would be sitting in their bases right now, and Sadam Hussein would be in one of his 394 palaces, as the casualty rate for the bomber crews would have been at least 80% and the public opinion of the war would drop down the roof. But we removed the air defense with jamming, F-117's and cruise missile, so when our susceptible aircraft arrived, they would blow the crud out of Iraq while having a casualty rate of 0%.

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and no, an artillery can't "massacre" an infantry because of many things.

1. IT doesn't even hit where you tell you it to hit often times
2. the artillery shells travel so slow that you can often times dodge them if you see them.
3. A havoc should be able to get off about 7 shots before an artillery could kill him.
4. You can easily run away even if you did have low health. Since they're so slow

this all doesn't tell me the exact principle of the fairness of copters being able to get killed in 5 hits, 5 hits takes around 6 seconds and probably 3-4 if you had two 1000 dollar characters. how in god's name can you call that fair? A 900 dollar unit shouldn't be able to be killed with a gun that already shoots instantly and capacity to shoot 4 rounds, not to mention its UNLIMITED range. I'd bet you if it took an ounce of skill for snipers to shoot copters (say the bullet didn't travel instantly) They'd probably give up entirely and probably quit city flying. Because I've seen it plenty of times before where people flat out QUIT after losing the barracks even after I kill their n00bjets multiple times. Which makes me believe that the only units they can do good in is a n00bjet, which means that it is overpowered and too easy to use.

Like I said, even on field people use snipers to kill artilleries/mrls. They don't even TRY to use a tank. Often times it's usually their first unit they buy and even if you kill them they'll still come back again and again probably not once buying a med tank - why? because it takes no skill what-so-ever to shoot light armoured vehicles with a gun that does massive damage and has unlimited range

Subject: Re: n00bjet-no

Posted by [nukchebi0](#) on Tue, 18 Apr 2006 03:37:55 GMT

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Sniper_De7 wrote on Mon, 17 April 2006 22:03nukchebi0 wrote on Mon, 17 April 2006 21:07Sniper_De7 wrote on Mon, 17 April 2006 18:42nukchebi0 wrote on Mon, 17 April 2006 20:33Considering Nod has artillery which can distract Havocs or easily kill them at long ranges, I think that any Apache driver who doesn't support, but goes commando, should get blown out of the air. If the U.S. had initially bombed Iraq with B-52 and a lack of jamming at the beginning of our wars with them, then the U.S. Army would be sitting in their bases right now, and Saddam Hussein would be in one of his 394 palaces, as the casualty rate for the bomber crews would have been at least 80% and the public opinion of the war would drop down the roof. But we removed the air defense with jamming, F-117's and cruise missile, so when our susceptible aircraft arrived, they would blow the crud out of Iraq while having a casualty rate of 0%.

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If copters are that susceptible to ground fire (they get pawned by any machine gun), wouldn't that be a minor hint that they are a waste of money, which should be spend on ramjet infantry to eliminate theirs.

Also, they standard sniper rifle is almost as quick of a destruction for helicopters. Why don't you complain concerning that?

Subject: Re: n00bjet-no

Posted by [PlastoJoe](#) on Tue, 18 Apr 2006 03:43:57 GMT

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And you're assuming artilleries can hit the Havoc despite the fact that artilleries are not the most accurate vehicle, especially at very long ranges. And a Ramjet can take out an artillery easily and still have enough ammo left over for aircraft!

Besides, a Ramjet character can stay all the way in their base and hit aircraft coming from the opposite base without any threat from artillery.

Subject: Re: n00bjet-no

Posted by [terminator 101](#) on Tue, 18 Apr 2006 04:08:43 GMT

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Usually people who say ramjets are fair are the people who either:

1. Use them often
2. Suck at using them

Just like in Generals, people who use Pathfinder find him balanced(and he is NOT).

I think they should at least be modified to reload after each shot, just like when you pick up one.

Subject: Re: n00bjet-no

Posted by [Sniper_De7](#) on Tue, 18 Apr 2006 04:15:05 GMT

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Copters aren't susceptible to ground fire. The only real thing that usually kills copters are two things... copters and ramjets and no the 500 sniper is not almost as quick, it takes twice more shots. It has to reload twice to kill one. I'm all for an infantry to do damage to a copter but at least make it so that only skilled people can use it effectively to kill skilled copters. Although I have to agree that 500 snipers probably shouldn't be able to do any damage to light armoured vehicles.

If I had to try out a more even way I'd say the ramjets do damage what 500 snipers do and the 500 snipers little damage to light armoured vehicles. That way there's some incentive to buy 1000 dollar snipers but the main use of the sniper rifle is unchanged (infantry damage is the same) Although I won't even get started on that, since the minute the enemies hand/barracks goes down expect 50 n00bjets shooting base infantry. (again, more proof for why a n00b would use the character)

Subject: Re: n00bjet-no

Posted by [nukchebi0](#) on Tue, 18 Apr 2006 05:12:15 GMT

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Sniper_De7 wrote on Tue, 18 April 2006 14:15Quote:If copters are that susceptible to ground fire (they get pawned by any machine gun), wouldn't that be a minor hint that they are a waste of

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Then buy armored tanks and crush the n00bjets before eliminating their barracks/HON.

Subject: Re: n00bjet-no
Posted by [nukchebi0](#) on Tue, 18 Apr 2006 05:13:11 GMT
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SpyGuy246 wrote on Mon, 17 April 2006 22:43And you're assuming artilleries can hit the Havoc despite the fact that artilleries are not the most accurate vehicle, especially at very long ranges. And a Ramjet can take out an artillery easily and still have enough ammo left over for aircraft!

Besides, a Ramjet character can stay all the way in their base and hit aircraft coming from the opposite base without any threat from artillery.

1. A Havoc can't eliminate both at once.
2. On what maps?

Subject: Re: n00bjet-no
Posted by [terminator 101](#) on Tue, 18 Apr 2006 05:45:23 GMT
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1. then it will destroy them one at a time by hiding after almost every shot. Infantry can hide, vehicles and planes can't

2. Walls_flying

Subject: Re: n00bjet-no

Posted by [PlastoJoe](#) on Tue, 18 Apr 2006 05:49:02 GMT

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A "good" Havoc can eliminate both of them within a short amount of time since the Ramjet does disproportionate damage to both the artillery and the aircraft. I have been under Ramjet fire in both vehicles and I know how fast they go down. And you can only return fire if you can determine from where the Havoc is shooting, which can be difficult when your attention is directed towards attacking the enemy base or another vehicle.

Here I am thinking mainly of Walls_Flying, though City_Flying is the almost the same way. On top of a building in Walls, a Havoc has a great view of the sky. And in the alcove by the highway in City, a Havoc has the same advantage with considerable cover from air attack.

Subject: Re: n00bjet-no

Posted by [Goztow](#) on Tue, 18 Apr 2006 06:36:48 GMT

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The way to fight Havoc is with a sniper. It's simple as that. If your enemy has a sniper sniping heli's, then go snipe the sniper. If he's dead, he can't snipe your heli, can he?

The only unfair point of ramjets is the ridiculous amount of points they make. Other than that, it balances the game perfectly. It's the only serious threat against heli's who are overpowered altogether. Also they cost 1000, so it's not as if you can waste so many of them. They also suck against heavy or medium armored tanks, making them useless during a rush. Therefore, 1 ramjet can be a necessity, 4 ramjets will make you simply lose the game if the enemy team is organised.

Some people don't understand that if there are too many ramjets, you could just use a unit that ain't harmed by it.

As I said: the only unfair part is the amount of points they gather from shooting tanks.

Subject: Re: n00bjet-no

Posted by [Dave Mason](#) on Tue, 18 Apr 2006 12:14:49 GMT

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Thread.

Threat.

Subject: Re: n00bjet-no

Posted by [Sniper_De7](#) on Tue, 18 Apr 2006 12:41:17 GMT

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Unfortunately, the base usually dies 5 minutes after i switch to a sniper. Besides, usually against 5 snipers it's a little hard to do anything, especially if they control the field since they've got so many and they're killing the harv. The reason they CAN keep buying havocs/sakuras is the fact that they get so much points for shooting anything.

The idea of sniping copters has no logical reasoning behind it. How does it make any sense at all, that snipers band together to shoot at vehicles?

edit: and n00bjets stay in base by their ref/powerplant just waiting for tanks to come so they can pointwhore off them in city_Flying as well as walls_fly. Copters can't do fuck all about it since they don't have the range not to mention 3/4 snipers on the wall and you really can't do shit about using a copter since you die in 2 seconds flat.

Subject: Re: n00bjet-no

Posted by [nukchebi0](#) on Tue, 18 Apr 2006 18:20:31 GMT

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I have killed three snipers on the wall as Nod on that map (one Havoc, two Deadeyes, by neckshotting the Havoc after bodyslotting neck slotting the Deadeye, and headshotting the other Deadeye. It is easy to kill snipers on the wall. Helicopters are useless in Renegade anyway, except to toy around in.

Subject: Re: n00bjet-no

Posted by [nukchebi0](#) on Tue, 18 Apr 2006 18:22:13 GMT

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Goztow wrote on Tue, 18 April 2006 02:36 The way to fights havoc is with a sniper. It's simple as that. If your enemy has a sniper sniping heli's, then go snipe the sniper. If he's dead, he can't snipe your heli, can he?

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As I said: the only unfair part is the amount of points they gather from shooting tanks.

Finally. I said twice use a flame tank, or a light tank, as it removes them effectively.

Subject: Re: n00bjet-no
Posted by [mrpirate](#) on Tue, 18 Apr 2006 19:48:34 GMT
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nukchebi0 wrote on Tue, 18 April 2006 14:20If they are on the bridge then you can buy a flamer and run them over.

Helicopters are useless in Renegade anyway, except to toy around in.

I'm just going to come out and say it: you suck at Renegade.

Subject: Re: n00bjet-no
Posted by [Lijitsu](#) on Tue, 18 Apr 2006 20:43:13 GMT
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mrpirate wrote on Tue, 18 April 2006 15:48nukchebi0 wrote on Tue, 18 April 2006 14:20If they are on the bridge then you can buy a flamer and run them over.

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I agree with this statement.

Subject: Re: n00bjet-no
Posted by [PlastoJoe](#) on Tue, 18 Apr 2006 22:13:25 GMT
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No competent sniper is going to sit on a bridge or any place a vehicle can possibly reach. Doing so is suicide and most everybody knows it.

And flamers are incredibly easy to avoid/escape if you're not in the open, which a sniper should not be.

Aircraft are very useful at reconnaissance and vehicle killing, since they can get right up above a vehicle where its turret cannot reach.

Subject: Re: n00bjet-no
Posted by [Dover](#) on Tue, 18 Apr 2006 23:41:34 GMT
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When you snipe you just take a humvee or a buggy along with you. When you see a tank on the bridge (On City_Flying) you get your ass in and go back to the base. You'll be able to outrun the flamer, get out and take a few potshots at it just to humilate it, and then get back in. Pathetically easy.

Subject: Re: n00bjet-no
Posted by [Tunaman](#) on Wed, 19 Apr 2006 04:33:00 GMT
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Lijitsu wrote on Tue, 18 April 2006 16:43mrpirate wrote on Tue, 18 April 2006 15:48nukchebi0 wrote on Tue, 18 April 2006 14:20If they are on the bridge then you can buy a flamer and run them over.

Helicopters are useless in Renegade anyway, except to toy around in.

I'm just going to come out and say it: you suck at Renegade.

I agree with this statement.

Subject: Re: n00bjet-no
Posted by [nukchebi0](#) on Wed, 19 Apr 2006 16:24:48 GMT
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mrpirate wrote on Tue, 18 April 2006 14:48nukchebi0 wrote on Tue, 18 April 2006 14:20If they are on the bridge then you can buy a flamer and run them over.

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I'm just going to come out and say it: you suck at Renegade.

Why?

Subject: Re: n00bjet-no

Posted by [nukchebi0](#) on Wed, 19 Apr 2006 16:26:29 GMT

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SpyGuy246 wrote on Tue, 18 April 2006 17:13 No competent sniper is going to sit on a bridge or any place a vehicle can possibly reach. Doing so is suicide and most everybody knows it.

And flamers are incredibly easy to avoid/escape if you're not in the open, which a sniper should not be.

Aircraft are very useful at reconnaissance and vehicle killing, since they can get right up above a vehicle where its turret cannot reach.

Single vehicle killing, because if to hover above one, you will get the crap blown out of you by another. However, I did forget about the reconnaissance aspect, and they are helpful for that.

Subject: Re: n00bjet-no

Posted by [PlastoJoe](#) on Wed, 19 Apr 2006 16:39:43 GMT

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Not necessarily. A good pilot can outmaneuver multiple tanks and even APCs. Missile-type vehicles might pose a bit of a problem, but stanks are too lightly armored and MRLSs are just impractical. They also both don't have the ability to aim very high. And none of these can cause the same kind of damage in the same amount of time as a Ramjet.

Not that I'm saying that aircraft alone is enough for an assault. It's meant to be a supplement.

Subject: Re: n00bjet-no

Posted by [Sniper_De7](#) on Wed, 19 Apr 2006 16:40:20 GMT

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I suppose my being capable of killing over 10 vehicles on city flying with a copter and getting most kills has nothing to do with the fact that it's a good unit.

Subject: Re: n00bjet-no

Posted by [mrpirate](#) on Wed, 19 Apr 2006 17:05:21 GMT

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nukchebi0 wrote on Wed, 19 April 2006 12:24 mrpirate wrote on Tue, 18 April 2006 14:48 nukchebi0 wrote on Tue, 18 April 2006 14:20 If they are on the bridge then you can buy a

flamer and run them over.

Helicopters are useless in Renegade anyway, except to toy around in.

I'm just going to come out and say it: you suck at Renegade.

Why?

See the quoted lines.

Subject: Re: n00bjet-no

Posted by [nukchebi0](#) on Wed, 19 Apr 2006 19:29:09 GMT

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mrpirate wrote on Wed, 19 April 2006 12:05nukchebi0 wrote on Wed, 19 April 2006 12:24mrpirate wrote on Tue, 18 April 2006 14:48nukchebi0 wrote on Tue, 18 April 2006 14:20If they are on the bridge then you can buy a flamer and run them over.

Helicopters are useless in Renegade anyway, except to toy around in.

I'm just going to come out and say it: you suck at Renegade.

Why?

See the quoted lines.

That's really helpful. You typed a vague unsupported statement and are telling me to understand it. Really funny.

Subject: Re: n00bjet-no

Posted by [TFL Lord PhantomBMAN](#) on Wed, 19 Apr 2006 19:35:28 GMT

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nukchebi0 wrote on Wed, 19 April 2006 09:24mrpirate wrote on Tue, 18 April 2006 14:48nukchebi0 wrote on Tue, 18 April 2006 14:20If they are on the bridge then you can buy a flamer and run them over.

Helicopters are useless in Renegade anyway, except to toy around in.

I'm just going to come out and say it: you suck at Renegade.

Why?

Copters, especially transports, are not something you "toy around in", especially if you actually HAVE A JOB TO DO while controlling them. I've been playing for a fairly short time, about 2 weeks now, and I got all but 2 of my recommendations (6) for transporting units. Clearly, the only maps I can do this on is City and Walls Flying, but oh well.

I agree with Sniper about the fact that ramjets are too powerful for the flying craft, especially transports. When I have several units and do my common cliff drops on Walls Flying, I tend to lways notice my health has gone from full to near 0 in about 2-3 seconds. Why? Because the other team has about 5 ramjets firing continuously at my transport.

If you want to even this out, at least have a gunner position on the flying transports, so you can kill those pesky snipers, instead of risking yourself to squash them.

Being a mainly transporting guy on the flying levels, those ramjets probably piss me off more than the occasional tank rider or soldier.

Thats just my two cents worth though.

Subject: Re: n00bjet-no

Posted by [PlastoJoe](#) on Wed, 19 Apr 2006 20:53:51 GMT

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I'm personally surprised you could get 4 recommendations with a Chinook, let alone any kind of aircraft. More often than not, those are deathtraps on the servers I join -- partially due to Ramjets and partially due to idiot pilots.

Subject: Re: n00bjet-no

Posted by [Lijitsu](#) on Wed, 19 Apr 2006 21:07:44 GMT

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SpyGuy246 wrote on Wed, 19 April 2006 16:53I'm personally surprised you could get 4 recommendations with a Chinook, let alone any kind of aircraft. More often than not, those are deathtraps on the servers I join -- partially due to Ramjets and partially due to idiot pilots. I don't even think the server I join allows Chinooks... I don't remember, but I know that the Apache and Orca are used often when available. Generally every 3rd pilot isn't an idiot, and every 3rd of those pilots knows exactly what he's doing.

Subject: Re: n00bjet-no

Posted by [mrpirate](#) on Wed, 19 Apr 2006 22:16:46 GMT

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OK, I will elaborate.

You suck at Renegade because you suggest killing snipers with a Flame Tank. Is this your preferred strategy? I am having some difficulty an circumstance other than extreme stupidity (what's this about a "n00b"jet?) where a Flame Tank would be able to drive across the bridge on City_Flying without the Havocs at the other end doing something in the 30 seconds or so before the Flame Tank arrived to stop it from killing them. Or maybe you were planning to use the Flame Tank, a unit with no splash damage and extremely limited range, to kill snipers in areas where they can't be run over. I don't know.

You suck at Renegade because you say helicopters are useless. In my experience, the exact opposite is true. And I have been playing Renegade for over four years, as well as playing in clans like gse, (who lost something like 9 out of 200 clan wars) so I'd like to think my experience is worth something. I always use an Orca or Apache when I play on City_Flying, as does Sniper_de7, and he and I almost always finish near the top of the server in points and kills. I don't have any numbers, but I'd say that if you're playing on City_Flying and myself or de7 is on your team in a helicopter, you'd certainly win the majority of the time.

Hopefully this reply is in-depth enough for you.

Subject: Re: n00bjet-no

Posted by [nukchebi0](#) on Thu, 20 Apr 2006 01:14:58 GMT

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mrpirate wrote on Wed, 19 April 2006 15:16OK, I will elaborate.

You suck at Renegade because you suggest killing snipers with a Flame Tank. Is this your preferred strategy? I am having some difficulty an circumstance other than extreme stupidity (what's this about a "n00b"jet?) where a Flame Tank would be able to drive across the bridge on City_Flying without the Havocs at the other end doing something in the 30 seconds or so before the Flame Tank arrived to stop it from killing them. Or maybe you were planning to use the Flame Tank, a unit with no splash damage and extremely limited range, to kill snipers in areas where they can't be run over. I don't know.

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1. I forgot that flame tanks aren't as fast as they are in Tiberian Dawn, where they are useful for squashing infantry, as well as torching them. And, snipers on the bridge can be run over.

2. Thank you for proving my point that the ramjet isn't overpowered. If it wasn't effective against helicopters, then the game would essentially be an air battle, as no ground vehicles would survive to be useful. Then the game would be pointless. Ramjets help insure that air units are supplements, not commandos. If I played Tiberian Dawn and bought only Orcas, I would lose to the easy computer in about two seconds when Flame Tanks wipe out my base defenses, and impossible to kill rocket soldiers tore my Orcas apart before eliminating the rest of my base from the map. Or I could buy only Apaches, and get annihilated when Mammoth Tanks destroy my obliks and shoot down my Apaches with their Tusk missiles. Instead, I use Orcas for hunting harvesters, and unprotected vehicles, or turrets, while using Apaches to eliminate MLRS's and bands of grenadiers. However, I always have tanks, so when there is air defenses, or overwhelming forces that air units can't handle. The same is for Renegade. If there is no defense, then helicopters are fine. But helicopters won't survive against any defense at all. I remember one rather idiotic attack I commenced in which I commanded four Apaches to eliminate a Mammoth Tank. By the time the attack finished, the Mammoth Tank had two third of its health, and I had three dead copters. Since there is no homing rockets in Renegade, ramjets provide the anti-air defense that is otherwise so desperately lacking.

I don't suck at Renegade. I prefer to snipe, and on City Flying am shooting down helicopters with the Ramjet. If someone wanted to snipe me, they easily could. But I never die. When I want to kill people I use the sniper rifle, but the Ramjet is much more effective at anti-air. Have snipers cover you if you want to fly helicopters, but don't expect to win with them over enemy territory. It doesn't work in Tiberian Dawn, and it shouldn't work in Renegade.

(Also, what servers do you play on?)

Subject: Re: n00bjet-no
Posted by [Feetseek](#) on Thu, 20 Apr 2006 01:19:40 GMT
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nukchebi0 wrote on Wed, 19 April 2006 21:14mrrpirate wrote on Wed, 19 April 2006 15:16OK, I will elaborate.

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(Also, what servers do you play on?)

Well, you and your four Apache must have been horrible pilots then if you only damaged 2/3 of the Mammoth Tank's health

Subject: Re: n00bjet-no
Posted by [nukchebi0](#) on Thu, 20 Apr 2006 01:21:50 GMT
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Feetseek wrote on Wed, 19 April 2006 20:19nukchebi0 wrote on Wed, 19 April 2006 21:14mrpirate wrote on Wed, 19 April 2006 15:16OK, I will elaborate.

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(Also, what servers do you play on?)

Well, you and your four Apache must have been horrible pilots then if you only damaged 2/3 of the Mammoth Tank's health

No, the Apache chaingun doesn't damage heavily armored vehicles. And, you missed my entire point.

Subject: Re: n00bjet-no
Posted by [Feetseek](#) on Thu, 20 Apr 2006 01:27:31 GMT
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Rockets??
And sorry if I missed my point. I'm dumb.

Subject: Re: n00bjet-no
Posted by [nukchebi0](#) on Thu, 20 Apr 2006 01:34:49 GMT
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Feetseek wrote on Wed, 19 April 2006 21:27: Rockets??
And sorry if I missed my point. I'm dumb.

There are no rockets on Apaches in Tiberian Dawn.

Subject: Re: n00bjet-no
Posted by [Feetseek](#) on Thu, 20 Apr 2006 01:40:10 GMT
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OOOOHHHH. Tiberian Dawn.....

Feetseek wrote on Wed, 19 April 2006 21:27: I'm dumb.

Subject: Re: n00bjet-no
Posted by [Sniper_De7](#) on Thu, 20 Apr 2006 01:44:04 GMT
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How is that proof that ramjets aren't overpowered? because 2 people who happen are considerably better than the majority of renegade in copters can kill n00b snipers? Yeah, screw everyone else, right? Here's the thing which I've already stated. any general n00b can shoot at a vehicle in the sky with a gun that shoots instantly and its range is endless. meanwhile, any general n00b in an apache *can't* kill a sniper since it takes a bit of skill to actually hit a small moving target, especially in the less than 6 seconds given to the pilot. That's saying if it was just one 1000 dollar sniper. Just because *we* can kill plenty of snipers isn't something you can use as a point. I can kill sakuras with tib sydneyes but what does that mean? get my point? If anything,

we'd have more say.

I was just in a server not too long ago where some guy bought honest-to-god 7-8 sakuras in a row. Never once did he even attempt anything else. Now, just because this guy sucks with a ramjet isn't something you can rely on if you're goign to convince anyone that the n00bjet is under or over powered. The fact of the matter is that it takes a mere 5 shots to kill a full health apache. You can do this at any range you like, and can even hide in windows where copters can't even hit you. Now a copter? can't exactly do much to hide a copter from the field. Get out to repair and there's a tank near you you're screwed. I'm not even going to use my trump card because I don't have to.

And why are you talking about tiberian dawn? what's the point of that in renegade? is it because it's loosely based on it? And it's a common mistake for the guy to realize you aren't talking about Tiberian dawn since it holds no bearing in a completely different game, so if you're going to use an argument can you use one LOGICALLY? For the sake of God, if not for me. Because God hates stupid people

Subject: Re: n00bjet-no
Posted by [nukchebi0](#) on Thu, 20 Apr 2006 01:44:46 GMT
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Feetseek wrote on Wed, 19 April 2006 21:40OOOOHHHH. Tiberian Dawn.....

Feetseek wrote on Wed, 19 April 2006 21:27I'm dumb.

Obviously, based on your juvenile response and ignorance to the fact I was talking about Tiberian Dawn.

Subject: Re: n00bjet-no
Posted by [nukchebi0](#) on Thu, 20 Apr 2006 01:47:28 GMT
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Sniper_De7 wrote on Wed, 19 April 2006 20:44How is that proof that ramjets aren't overpowered? because 2 people who happen are considerably better than the majority of renegade in copters can kill n00b snipers? Yeah, screw everyone else, right? Here's the thing which I've already stated. any general n00b can shoot at a vehicle in the sky with a gun that shoots instantly and its range is endless. meanwhile, any general n00b in an apache *can't* kill a sniper since it takes a bit of skill to actually hit a small moving target, especially in the less than 6 seconds given to the pilot. That's saying if it was just one 1000 dollar sniper. Just because *we* can kill plenty of snipers isn't something you can use as a point. I can kill sakuras with tib sydneys but what does that mean? get my point? If anything, we'd have more say.

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You obviously didn't read close enough in my post about the balancing of the helicopter's power, or having a cover sniper. Anyway, what is your trump card?

Subject: Re: n00bjet-no

Posted by [Sniper_De7](#) on Thu, 20 Apr 2006 01:56:20 GMT

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Yes, I did already comment on it, and i said a snipe rwould be the last unit in the world to shoot copters. a sniper = kill infantry. If you're going to have an anti-copter unit, it should be a PIC/Rave, That makes more logical sense than a sniper. Or i said if it's going to be a unit like the sniper, make it so that it takes the least bit of skill to kill a copter. Not anyone who has an IQ of over 12 can shoot copters.

I'm not goign to tell you my trump since anyone who's had a hand of playing clanwars (which, if you're going to go into strategies as to winning a map, clanwars shows you exactly how to do it) would know what i mean with snipers. The point is, snipers = killing infantry. Every person who supports n00bjets are the exact same people who use n00bjets religiously. They're the ones I talk about where if you kill them, they'll buy another 1000 dollar sniper, over and over and over until the map ends. They know, as I do, that they get massive points for shooting copters and they can reclaim their lost money easily by shooting anything on sight, meaning if you kill them they can easily buy another. This is why if the sniper had any ounce of skill in it, say the gun didn't shoot instantly, I'd know for a fact these people would STOP using it, since they'd suck so bad they'd probably just leave the server. Does that about sum it up for you? I don't know how much more easy i can tell you

Subject: Re: n00bjet-no

Posted by [mrpirate](#) on Thu, 20 Apr 2006 01:58:54 GMT

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I play on pretty much any server that doesn't have me banned (see signature). I've been using the name letterB recently, but you may see me playing as tibharvy, brutalHJ, or mrpirate.

And how is everyone getting helicopters any more annoying than everyone getting n00bjets, which is the case now?

Subject: Re: n00bjet-no

Posted by [nukchebi0](#) on Thu, 20 Apr 2006 02:08:24 GMT

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Sniper_De7 wrote on Wed, 19 April 2006 20:56 Yes, I did already comment on it, and i said a snipe r would be the last unit in the world to shoot copters. a sniper = kill infantry. If you're going to have an anti-copter unit, it should be a PIC/Rave, That makes more logical sense than a sniper. Or i said if it's going to be a unit like the sniper, make it so that it takes the least bit of skill to kill a copter. Not anyone who has an IQ of over 12 can shoot copters.

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A ramjet was obviously designed to be more than just a sniper rifle.

Subject: Re: n00bjet-no

Posted by [Sniper_De7](#) on Thu, 20 Apr 2006 02:16:52 GMT

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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 stilld oesn't explain why it's good against artys or anything, since tanks are aplenty 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

Subject: Re: n00bjet-no

Posted by [Tunaman](#) on Thu, 20 Apr 2006 02:23:25 GMT

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nukchebi0 wrote on Wed, 19 April 2006 21:47

You obviously didn't read close enough in my post about the balancing of the helicopter's power, or having a cover sniper. Anyway, what is your trump card? If you truly think that because the Ramjet Rifle is basically the only thing that can take down orcas and apaches besides other orcas and apaches, that this is a reason why it is not overpowered, then something is wrong with you.

- 1) The Ramjet Rifle is a sniper rifle... which happens to kill every character in 2 hits, and also decimates vehicles.. If you don't think its strange that an anti-infantry weapon severely damages vehicles, then my point will totally be lost.
- 2) The Ramjet Rifle does just the same or more damage to all of the light-armoured vehicle than any other infantry weapons can in the same amount of time, but with infinite range and instantaneously.
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Subject: Re: n00bjet-no

Posted by [nukchebi0](#) on Thu, 20 Apr 2006 02:37:22 GMT

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Ralphzehunter wrote on Wed, 19 April 2006 21:23nukchebi0 wrote on Wed, 19 April 2006 21:47

You obviously didn't read close enough in my post about the balancing of the helicopter's power, or having a cover sniper. Anyway, what is your trump card? If you truly think that because the Ramjet Rifle is basically the only thing that can take down orcas and apaches besides other orcas and apaches, that this is a reason why it is not overpowered, then something is wrong with you.

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2. Which comes at the expense of being an instant target for other snipers.
3. I don't like the benefits of shooting tanks. I was talking only about helicopters.
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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 aplenty 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 recieved. Also, helicopters do need a counter.

Subject: Re: n00bjet-no

Posted by [Sniper_De7](#) on Thu, 20 Apr 2006 02:48:26 GMT

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Uh because people didn't buy 5+ n00bjets back in 2002 when Westwood could make a patch to fix it. If you honestly think EA cares about Renegade enough so to make a patch for it, after 4 years of it, you'd be out of your mind. Westwood only put it in there at the last second, how could they possibly foretell that people were going to abuse n00bjets? They didn't. Let me answer why n00bjets are n00bjets.

If you're going to make a gun one of the things in question will be, "how fast does the gun reach its target?"

Now, for shooting a copter, having a gun that shoots INSTANTLY is already anti-air, since there's only few other guns that actually do this (pic/rave/pistol/others)

The second thing is..... "how far will the gun be able to shoot", in the case of a n00bjet, it shoots as far as the map allows it. Which is yet again another quality that makes it good for anti-air.

The last thing you want to ask is how much damage it does, now why in god's name would a gun have ALL OF ABOVE, and then have it's damage be MORE than any other infantry? This includes a PIC/Rave, which is specifically designed for killing tanks. If this doesn't sink in, i don't know what will. A ramjet is perfectly capable of being anti air if it did small amount of damage but kept the long range + instant shot. The fact that it has all three, makes it vastly over powered. Coupled with the fact that it can hide. It makes it even more so. Not to mention the supreme amount of points you gain by shooting over half-health vehicles just so that you can gain points (which people do, I don't give a damn if you don't, people do it all the time. Today there was a team of GDI sniping my arty so I decided to be like them and snipe the entire game, shooting at mammoth tanks and killing their n00bjets. I got MVP for basically doing nothing. A little pathetic, no?

Subject: Re: n00bjet-no

Posted by [Tunaman](#) on Thu, 20 Apr 2006 03:11:00 GMT

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nukchebi0 wrote on Wed, 19 April 2006 22:37Ralphzehunter wrote on Wed, 19 April 2006 21:23nukchebi0 wrote on Wed, 19 April 2006 21:47

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4. My experiences tell me other snipers can easily kill ramjet infantry.

1) Then why do the rest of the infantry weapons suck compared to the Ramjet?

2) Just like any other infantry character.

3) It doesn't matter whether you're only talking about helicopters, its still a reason why ramjets are overpowered.

4) Taking account that the ramjet infantry can hide behind a wall after each shot and while reloading, it requires a lot more skill to snipe the ramjet infantry than it does for the ramjet infantry to kill the chopper/orca.

Subject: Re: n00bjets-no

Posted by [nukchebi0](#) on Thu, 20 Apr 2006 03:27:47 GMT

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As far as I was aware, the PIC does more damage to tanks than the ramjet. However, I agree with you completely that the amount of points given for tank shots (14) is extraneous. However, a ramjetter within view of a helicopter should also be within view of a supporting sniper. Considering the strenght of helicopters against everything else, I think that a ramjet is perfectly fine. I have picked off three Sakuras in City Flying, protecting a transport helicopter rushing a base (I had help distracting) The Chinook had about one red bar left, but it dropped its payload sucessfully and killed the Nod powerplant. Of course, if I hadn't been there, it wouldn't have lived, thus showing the need for covering snipers when flying. I remember originally playing City_Flying and thinking that the Apache was sweet until getting blown out of the air by a ramjet. When my body landed on the bridge below, I was near a Medium Tank. Realizing my mistake, I decided to wait for the bridge to be taken by Nod before purchasing another Apache. I killed an Orca and two harvester that time, before accidentally pressing the 'E' button and falling to my doom.

Anyways, I have been scared away from helicopters. Based on mrpirate, you are a very good pilot, and obviously fly over hostile territory to rack up kills quickly. Could you maybe give me a few hints on flying so I can enjoy it again?

Subject: Re: n00bjet-no
Posted by [nukchebi0](#) on Thu, 20 Apr 2006 03:31:02 GMT
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Ralphzehunter wrote on Wed, 19 April 2006 22:11nukchebi0 wrote on Wed, 19 April 2006 22:37Ralphzehunter wrote on Wed, 19 April 2006 21:23nukchebi0 wrote on Wed, 19 April 2006 21:47

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4) Taking account that the ramjet infantry can hide behind a wall after each shot and while reloading, it requires a lot more skill to snipe the ramjet infantry than it does for the ramjet infantry to kill the chopper/orca.

1. The Volt-Auto Rifle, PIC, Laser chaingun, Chem Sprayer, to name a few that don't.

2. An annoyer is targeted first.

3. Over credited, more like it.

4. Not really, considering the ramjet infantry won't move around like a lunatic when not under direct attack, which makes headshots easy.

Subject: Re: n00bjet-no

Posted by [havoc9826](#) on Thu, 20 Apr 2006 04:11:48 GMT

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Sniper_De7 wrote on Wed, 19 April 2006 19:16: Not really, Westwood just threw it in there to counter copters

First of all, that's inaccurate. The Ramjet Rifle was in the multiplayer game before the 1.030 patch introduced the flying vehicles to multiplayer a month and a half after the game's release. It was also used by one Black Hand Sniper on top of the Comm Center in the second to last mission of singleplayer. Unless you have evidence that EA was planning, before crunch time, to have Westwood finish user-operated flying vehicles after the game's release, that argument is shot down.

Secondly, would you prefer that the game be balanced as it was in singleplayer? If you ever play it, try shooting the buggy and apache with a sniper rifle, then a rocket, in the second level on Commando difficulty. Another important thing to note is that the rate of fire of the guns on the buggy, hummer, apaches, and APCs is also at least half of what it is in multiplayer. Also, see what a remote C4 does to a building's MCT or a turret (or a rocket or grenade launcher to a turret), and what a Personal Ion Cannon/rocket/tank shell does to every vehicle. Would you prefer that the PIC take out everything through an APC in one hit, kill light tanks in two, and kill heavier vehicles in three or four shots? Would you like the slow rocket and grenade launcher to be capable of killing an apc in 3-4 hits, respectively? Would you want apaches restricted to chainguns, and orcas restricted to missiles, and have them refill on the helipad after discharging their payloads?

My philosophy on this issue is as follows: The default settings for the game have been the same as they were back in early 2003 when the 1.037 patch was released. Nothing is going to officially change, and the only differences you will see are made by specific server settings or community-made modifications. One example is Black-Cell's Veterancy system, which gives light vehicles increased resistance to the sniper rifle and Ramjet when you reach a certain score and kill a certain amount of enemy units. If you prefer to play in a vanilla (pure) Renegade server, and you've been playing since the game was released, you already know how it's going to be, so adapt your gameplay style to improve your success rate. If you possess this knowledge, yet you choose not to at least attempt to adapt, you have no just reason to gripe. Don't cry "n00bjet" if you're willing to fly into the fray as a lone forward assault unit while your team doesn't control the field enough to protect you from snipers. You have eyes and ears, and you know most of the game's possible strategies, as well as the preference of infantry-oriented players to buy snipers, so if you're not using your senses and knowledge, you only have yourself to blame for being blasted out of the sky.

Subject: Re: n00bjet-no

Posted by [Dover](#) on Thu, 20 Apr 2006 04:17:48 GMT

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Here's the arguement, pure and simple.

The noobje is the noobje because noobs buy them, and only them. In this case, a noob is

someone who uses the ramjet for what it isn't intended (Shooting Mammoths, etc), and suck with them when faced with their actual task (Killing infantry).

My last game on C&C_City_Flying, Over half the team (12 people) were getting ramjets and nothing but ramjets. Coincidentally, all of those except for 1 or 2 had almost nonexistent score totals, with maybe 5 kills between them all.

You know what would balance the Ramjet? Making it the single-shot per clip variety like the kind you pick up from dead Sakuras. This makes a lot of sense, seeing how it's so high powered. Let it keep the range and the power and the instant shot, but make it a one-shot-at-a-time weapon.

Subject: Re: n00bjet-no

Posted by [Feetseek](#) on Thu, 20 Apr 2006 04:35:26 GMT

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havoc9826 wrote on Wed, 19 April 2006 23:11 Sniper_De7 wrote on Wed, 19 April 2006 19:16 Not really, Westwood just threw it in there to counter copters

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Subject: Re: n00bjet-no
Posted by [mrpirate](#) on Thu, 20 Apr 2006 04:54:45 GMT
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havoc9826 wrote on Thu, 20 April 2006 00:11 Sniper_De7 wrote on Wed, 19 April 2006 19:16 Not really, Westwood just threw it in there to counter copters

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If I remember correctly Westwood wasn't able to get seeking rockets to work in time for release with the 1.015 or whatever patch added aircraft, so the Ramjet was used as an anti-aircraft gun. Perhaps someone like Aircraftkiller who actually knows what they're talking about can clear this up because my memory is spotty.

Subject: Re: n00bjet-no
Posted by [havoc9826](#) on Thu, 20 Apr 2006 06:03:07 GMT
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I did a bit of Googling, and I found the patch notes for 1.014 and 1.015. Unless part of the "Multiplayer balance tweaking" and "Various modifications and bug fixes." listed in 1.014 include the MRLS rockets' seeker ability, I'm not sure when it was added. 1.014 came out 2 days after the game was released, and it included the "Q" button toggle and some other junk. 1.015 came out 1 day later to fix firewall problems. The next patch, 1.030, was released a month and a half later, and it included the flying vehicles. I'll attach the appended version I made of the patch history which is already on your computer at C:\Westwood\Renegade\patch.txt (mine includes the 1.014 and 1.015 notes).

File Attachments

1) [patch_full.txt](#), downloaded 290 times

Subject: Re: n00bjet-no

Posted by [Sniper_De7](#) on Thu, 20 Apr 2006 12:25:05 GMT

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I'm pretty sure it was said by aircraftkiller or someone else that worked with westwood said that they did it as such. But n00bjets completely lose their argument against Arties and MRLs and any other non-flying unit. There is a unit that's good against artys/mrls - Know what it's called? It's called a tank. Yet you see people n00bjetting them consistantly over and over. Why? Because they get massive points and it takes absolutely NO skill to shoot the tank since it's such a huge target. Like I said, I AGREE that a sniper can be an anti-air unit. The thing that needs changing is the fact that any dipshit can grab a n00bjet and hit a copter. Renegade isn't based around unit A kills unit B always. It's Person A, who has played the game 3times more than Person B (I'm not doing this on purpose mrp) Person A should normally always win, Despite if he uses a tib sydney or a havoc. Why? Because it's a skill for aiming at infantry. However, since it requires NO skill to shoot any vehicles in game (including a copter) Not to mention n00bjets do more damage over time than PIC (dealing with light armoured vehicles - 240 damage with 4 shots, meanwhile it takes 3 shots of a PIC/Rave to do the same thing, but they have to wait for reloading, meaning it takes longer) And besides, the idea of light armoured means that it has less health already. The fact that it needs to take irregular damage from ramjets makes it completely stupid.

Look, i don't know what else I need to tell you. Ramjets easily overpower copters. If you don't know what you're doing in a copter, you can do nothing to stop it. (Your own case is a very example of this, you stop coptering because it's useless) Which is the case for every other person who wants to try out a copter, they get owned so fast with snipers they don't stand a chance. I already admitted that anti-air is generally necessary the thing which fails to be addressed is that just because a unit is anti-whatever, doesn't mean that it should do massive damage to it. I mean if rockets did major damage to copters the people who buy n00bjets wouldn't buy rocket soldiers because that would require an ounce of skill to actually hit a copter. They specifically buy ramjets because it's extremely easy to use and it's overpowered. I don't know how much more clearer I can get.

edit: Also, I think I've already stated that I can usually kill most of the havocs anyways. I also said that anyone *else* who wants to be in a copter doesn't stand a chance against 5 ramjets. Snipers would perfectly be capable of being support against air if they did small amounts of damage, since it means that the copter can fight a partially injured copter. Instead, and a reason why it's overpowered, it can kill them in 5 shots and pretty much with ease kill all copters except for people who know how to fly in one (not very damn many)

As for your talking about single player. I don't think I've ever once suggested this and I don't know why you went out of your way to type about it. At one point did I ever say anything about copying single player or it to be like single player. Single player is a complete joke.

Subject: Re: n00bjet-no

Posted by [mrpirate](#) on Thu, 20 Apr 2006 12:51:40 GMT

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Person B is more skilled than person A.

Subject: Re: n00bjet-no
Posted by [Kamuix](#) on Thu, 20 Apr 2006 17:25:08 GMT
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mrpirate wrote on Thu, 20 April 2006 08:51 Person B is more skilled than person A.

mrpirate you're tactic is n00bish. What is your tactic?

Subject: Re: n00bjet-no
Posted by [PlastoJoe](#) on Thu, 20 Apr 2006 17:45:20 GMT
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nukchebi0 wrote on Wed, 19 April 2006 21:08
A ramjet was obviously designed to be more than just a sniper rifle.
Looks like a sniper rifle...scopes like a sniper rifle...shoots like a sniper rifle...sounds like a sniper rifle...

It must be a sniper rifle.

And since when do fair AA weapons have scopes? And since when are fair AA weapons impossible to outmaneuver, due to their super-fast projectiles?

Subject: Re: n00bjet-no
Posted by [nukchebi0](#) on Thu, 20 Apr 2006 18:27:54 GMT
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SpyGuy246 wrote on Thu, 20 April 2006 13:45nukchebi0 wrote on Wed, 19 April 2006 21:08
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A commando gun that can handle vehicles as well as infantry-a hybrid.

Subject: Re: n00bjet-no
Posted by [nukchebi0](#) on Thu, 20 Apr 2006 18:30:21 GMT
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Look, i don't know what else I need to tell you. Ramjets easily overpower copters. If you don't know what you're doing in a copter, you can do nothing to stop it. (Your own case is a very example of this, you stop coptering because it's useless) Which is the case for every other person who wants to try out a copter, they get owned so fast with snipers they don't stand a chance. I already admitted that anti-air is generally necessary the thing which fails to be addressed is that just because a unit is anti-whatever, doesn't mean that it should do massive damage to it. I mean if rockets did major damage to copters the people who buy n00bjets wouldn't buy rocket soldiers because that would require an ounce of skill to actually hit a copter. They specifically buy ramjets because it's extremely easy to use and it's overpowered. I don't know how much more clearer I can get.

edit: Also, I think I've already stated that I can usually kill most of the havocs anyways. I also said that anyone *else* who wants to be in a copter doesn't stand a chance against 5 ramjets. Snipers would perfectly be capable of being support against air if they did small amounts of damage, since it means that the copter can fight a partially injured copter. Instead, and a reason why it's overpowered, it can kill them in 5 shots and pretty much with ease kill all copters except for people who know how to fly in one (not very damn many)

As for your talking about single player. I don't think I've ever once suggested this and I don't know why you went out of your way to type about it. At one point did I ever say anything about copying single player or it to be like single player. Single player is a complete joke.

Okay, I believe you have made your point. Maybe they should have a ramjet limit, like a mine limit. And please, may I have coptering tips.

Subject: Re: n00bjet-no
Posted by [Dover](#) on Thu, 20 Apr 2006 18:35:08 GMT
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nukchebi0 wrote on Thu, 20 April 2006 11:27SpyGuy246 wrote on Thu, 20 April 2006

13:45nukchebi0 wrote on Wed, 19 April 2006 21:08

A ramjet was obviously designed to be more than just a sniper rifle.

Looks like a sniper rifle...scopes like a sniper rifle...shoots like a sniper rifle...sounds like a sniper rifle...

It must be a sniper rifle.

And since when do fair AA weapons have scopes? And since when are fair AA weapons impossible to outmaneuver, due to their super-fast projectiles?

A commando gun that can handle vehicles as well as infantry-a hybrid.

Ah, kind of like the God crate?

"There's this gun, and it can handle vehicles, and infantry, and aircraft, and it has unlimited range, a scope, and super-fast projectiles. Not only that but it has a 4-shot clip."

Is there anything it CAN'T handle? Heavy armor is easy to outrun, even on foot. I suppose the only drawback of the ramjet is that it doesn't harm structures. Otherwise everyone would use them.

Oh wait, they already do...

Subject: Re: n00bjet-no

Posted by [nukchebi0](#) on Thu, 20 Apr 2006 18:52:36 GMT

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Dover wrote on Thu, 20 April 2006 13:35nukchebi0 wrote on Thu, 20 April 2006 11:27SpyGuy246 wrote on Thu, 20 April 2006 13:45nukchebi0 wrote on Wed, 19 April 2006 21:08

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Is there anything it CAN'T handle? Heavy armor is easy to outrun, even on foot. I suppose the only drawback of the ramjet is that it doesn't harm structures. Otherwise everyone would use them.

Oh wait, they already do...

What is the God crate, and what about the APC, they are fast and not harmed.

Subject: Re: n00bjet-no

Posted by [flyingfox](#) on Thu, 20 Apr 2006 18:54:21 GMT

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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 chances would balance everything.

Subject: Re: n00bjet-no

Posted by [PlastoJoe](#) on Thu, 20 Apr 2006 20:41:04 GMT

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I hope you're not suggesting that everyone use APCs. That would be the absolute worst, most boring game ever. And APC drivers, 75% of the time, annoy me to no end.

flyingfox (or Aircraftkiller), do you think there would be a way to make rocket launchers track like the Soviet AA missiles in RenAlert? Those seemed to track aircraft well.

Subject: Re: n00bjet-no

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

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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.

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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.

Subject: Re: n00bjet-no
Posted by [Dover](#) on Fri, 21 Apr 2006 16:17:19 GMT
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The rocket launchers in APB already do track. Secondary fire shoots a rocket that's faster and homes onto targets, but does slightly less damage.

Subject: Re: n00bjet-no
Posted by [Aircraftkiller](#) on Fri, 21 Apr 2006 16:27:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

mrpirate wrote on Thu, 20 April 2006 00:54 havoc9826 wrote on Thu, 20 April 2006 00:11 Sniper_De7 wrote on Wed, 19 April 2006 19:16 Not really, Westwood just threw it in there to counter copters

First of all, that's inaccurate. The Ramjet Rifle was in the multiplayer game before the 1.030 patch introduced the flying vehicles to multiplayer a month and a half after the game's release. It was also used by one Black Hand Sniper on top of the Comm Center in the second to last mission of singleplayer. Unless you have evidence that EA was planning, before crunch time, to have Westwood finish user-operated flying vehicles after the game's release, that argument is shot down.

If I remember correctly Westwood wasn't able to get seeking rockets to work in time for release with the 1.015 or whatever patch added aircraft, so the Ramjet was used as an anti-aircraft gun. Perhaps someone like Aircraftkiller who actually knows what they're talking about can clear this up because my memory is spotty.

During the flying beta test, Devinoch had told us that n00b cannons were made the principal means of AA fire because WS didn't have the time to make missile equipped units lock on to targets properly. This is where everyone arguing for the n00b cannon is wrong; so please, shut up about it. I've been around since long before all of you were, in all the beta tests. I know exactly what happened, so if you want to tell me that n00b cannon Ramjet Rifles are balanced then you'd better start telling me that the sky is green, because I'm not going to believe either...

Subject: Re: n00bjet-no
Posted by [PlastoJoe](#) on Fri, 21 Apr 2006 16:31:57 GMT
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Dover wrote on Fri, 21 April 2006 11:17The rocket launchers in APB already do track. Secondary fire shoots a rocket that's faster and homes onto targets, but does slightly less damage. Huh. Did not know that. Of course, I've yet to do real multiplayer with it. I need to learn how to find APB servers on GameSpy or somewhere.

Subject: Re: n00bjet-no
Posted by [terminator 101](#) on Fri, 21 Apr 2006 17:18:11 GMT
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There are no APB servers on Gamespy, and there probably never will be.

Subject: Re: n00bjet-no
Posted by [Dover](#) on Fri, 21 Apr 2006 19:07:49 GMT
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Kind of weird, the homing rockets in APB home to everything, not just aircraft. Makes them useful for eliminating tiny infantry from far away, but it makes me question the realism, and the usefulness of the regular shot...

Subject: Re: n00bjet-no
Posted by [ripped999](#) on Fri, 19 May 2006 16:25:34 GMT
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its fair.those people that complain about it are n00bs.they cant go up there kill all those snipers or run them over.NOOO!!have to always complain about stuff.I never complain about that stuff.and if they're not good enough to operate the orcas or choppers y dont they just stop giving the other team points!!!

Subject: Re: n00bjet-no
Posted by [ripred999](#) on Fri, 19 May 2006 16:27:39 GMT
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GET BACK ON TOPIC!!!!!!!!!!!!!!!

Subject: Re: n00bjet-no
Posted by [Sniper_De7](#) on Fri, 19 May 2006 18:22:55 GMT
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ripred999 wrote on Fri, 19 May 2006 11:25 its fair. those people that complain about it are n00bs. they cant go up there kill all those snipers or run them over. NOOO!! have to always complain about stuff. I never complain about that stuff. and if they're not good enough to operate the orcas or choppers y dont they just stop giving the other team points!!!

You forgot to put capslock on.....sucker

Subject: Re: n00bjet-no
Posted by [w0dka](#) on Sat, 20 May 2006 07:11:36 GMT
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Sniper_De7 wrote on Fri, 19 May 2006 14:22

You forgot to put capslock on.....sucker

but he didn't forget to doublepost -.-

Subject: Re: n00bjet-no
Posted by [Alexraptor](#) on Sat, 20 May 2006 13:09:48 GMT
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Gawd, stop whining about ramjets and play, if you cant handle them you suck.

I use ramjets from time to time, but only against infantry and air units, the exception of course if is if i come under fire from ground vehicles, i dont know why ppl are so obsessed with points, the important part to me is to defend the base by any methods needed.

And heres a tip for lowering the chance of being shot out of the sky, keep low, close to the ground, at least on walls. it all comes down to proper teamwork, a good team can defeat anyone and anything. So in my opinion anyone who whines over ramjets, SUCK!, and i dont consider ramjets always that good, my goal is to destroy the enemy base, that is the ultimate victory, anything else

is to me a stalemate.

Subject: Re: n00bjet-no
Posted by [superj69](#) on Sat, 20 May 2006 23:49:24 GMT
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ok soo many of you people are always complaining about the ramjet whaa it does too mush to my heli whaaaa you cant dodge it if all you are going to do is sit at your computer and complain about it maybe you shouldnt play ren.like if u cant handle it dont play.sure it can be annoying to get sniped while your in a heli but if you are getting sniped maybe u shouldnt be using one at that point in time.

get over the noobjet damage and play the god damn game

Subject: Re: n00bjet-no
Posted by [Alexraptor](#) on Sun, 21 May 2006 00:25:54 GMT
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Tip:

- 1.) Sneak in and take out barracks
- 2.) assault with Heli's

Its as simple as that. or take out the PP wich makes havoc's and sakuras twice as expensive.

Subject: Re: n00bjet-no
Posted by [Sniper_De7](#) on Sun, 21 May 2006 00:42:34 GMT
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By the time you had 7 copters they'd have enough for n00bjets not to mention some of their own. This is why usually not many people do this kind of rush, especially since most people just let the base defences hit them and have no idea of how to fly.

assuming you were thinking mainly of stopping Havocs, seeing as how you mentioned killing the barracks but not the hand or anything, you might also note that 3(4 is more realistic) out of the 7 orcas would die rushing the powerplant. Probably one or two more would die from the ob behind the powerplant because they don't know how to cover from it..

Quote:During the flying beta test, Devinoch had told us that n00b cannons were made the principal means of AA fire because WS didn't have the time to make missile equipped units lock on to targets properly. This is where everyone arguing for the n00b cannon is wrong; so please, shut up about it. I've been around since long before all of you were, in all the beta tests. I know exactly what happened, so if you want to tell me that n00b cannon Ramjet Rifles are balanced

then you'd better start telling me that the sky is green, because I'm not going to believe either...
The thread should have ended after this, so I'll just repost it.

Subject: Re: n00bjet-no
Posted by [ripred999](#) on Sun, 21 May 2006 21:53:20 GMT
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It was made so. Deal with it. You cant change anything by complaining about it. Those who complain are n00bs.

PS: DROP IT!!!!!!!!!!

Subject: Re: n00bjet-no
Posted by [Sniper_De7](#) on Sun, 21 May 2006 22:24:05 GMT
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I suppose "complaining about it" never got far with blacks and women rights? Besides, whose dictionary are you using for the definition of n00b? If it's yours, you clearly aren't qualified to be making a dictionary. If it's not yours, then they aren't qualified to be making a dictionary. How in God's name is complaining anything related to playing the game for over a large amount and still sucking? Can you please clarify? No? That's a fucking shame. Now can you shut up before making more non-sensical statements? Thank you in advance, buster.

Subject: Re: n00bjet-no
Posted by [w0dka](#) on Mon, 22 May 2006 07:32:37 GMT
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my suggestion to balance the n00bjet would be to reduce the damage... so that if you hit a basic soldier with full health, after a bodyshot he got 1hp left... so this prevent people from killwhoring bases without basedefense... (remember walls without barracks, funny to have 7 havocs up the mesa who kills everything in sight...but not for Nod)

but against orcas/apaches? uhm yes its a hard (maybe impossible to beat enemy) but without the n00bjet someone have to weaken air...or how do you want to stop a orcafleet crushing your base? with pistols?

Subject: Re: n00bjet-no
Posted by [MexPirate](#) on Mon, 22 May 2006 12:43:51 GMT
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I like ramjet rifles

I find them to be balanced with positive and negative points

I dont see what you are all bitching about tbh

Subject: Re: n00bjet-no

Posted by [ripred999](#) on Mon, 22 May 2006 13:21:05 GMT

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i totally agree with you

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.

Subject: Re: n00bjet-no
Posted by [Goztow](#) on Mon, 22 May 2006 13:54:48 GMT
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Aircraftkiller basically said what we need to know: the designers of the game thought this was needed to make it balanced, who are we to say it isn't? OK, they said they put it in because there was nothing better but they still decided it had to be in for balance reasons. Orca/apache are way overpowered anyway.

Subject: Re: n00bjet-no
Posted by [Sniper_De7](#) on Mon, 22 May 2006 14:05:50 GMT
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Quote:Aircraftkiller basically said what we need to know: the designers of the game thought this was needed to make it balanced, who are we to say it isn't? OK, they said they put it in because there was nothing better but they still decided it had to be in for balance reasons. Orca/apache are way overpowered anyway.

Who are we to say it isn't balanced? We're the players of the game. They(ramjets) were rushed and honestly, I don't think Westwood thought people would abuse noobjets to get 1000s of points and having 5 of them on one team shooting everything and anything in sight to get a score and thus be "better" But like I've ALREADY FUCKING SAID.(Read the topic, PLEASE) A unit can be anti-whatever but it doesn't have to do massive damage/unlimited range/shoot instantly. That's like saying, well, copters are too strong so we'll put in a unit that kills copters in one hit. Unbalanced? Yes. The idea is not to take away the anti-air (noobjets) but lower the aspects of the noobjets so that it doesn't make it so easy to destroy one. I'm *FINE* with it being anti-air but it's way too overpowered when any dimwitted fool being new to this game (or spent the entirety of whatever he's played so far) and using noobjets. Aside from that, tanks aren't that *horrible* at killing copters, you just need to know how to aim them. (ie have good skill) The average noob doesn't know how to fly a copter, thus, even a tank, apc, or a soldier can kill a copter. Can't say this when that same noob who can't copter grabs a ramjet and shoots copters out of the sky, can you? Why? because it doesn't take a bit of skill to do it.

Subject: Re: n00bjet-no
Posted by [Goztow](#) on Mon, 22 May 2006 14:40:15 GMT
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I read the topic, you'll even notice if you scroll back that i made regular comments in it. An i'm not trying my best to make people change their opinion, unlike some persons around here

Subject: Re: n00bjet-no
Posted by [Sniper_De7](#) on Mon, 22 May 2006 14:51:43 GMT
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Yeah, damn people trying to correct things that are wrong.

Subject: Re: n00bjet-no
Posted by [Alexraptor](#) on Mon, 22 May 2006 15:16:23 GMT
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But again, this debate is 100% pointless, the ramjets are part of the game, and they do the damage they do, that is never going to change, so i suggest you stop whining and play, or find a server that has different settings for them

Subject: Re: n00bjet-no
Posted by [Sniper_De7](#) on Mon, 22 May 2006 15:25:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

Alexraptor wrote on Mon, 22 May 2006 10:16that is never going to change

Quote:server that has different settings for them

you know, these two contradict eachother

Subject: Re: n00bjet-no
Posted by [Goztow](#) on Mon, 22 May 2006 18:45:46 GMT
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Sniper_De7 wrote on Mon, 22 May 2006 10:51Yeah, damn people trying to correct things that are wrong.

That's the whole point, for me and for others: it is not wrong. That's just your personal opinion you try to put us on with.

Subject: Re: n00bjet-no
Posted by [Sniper_De7](#) on Mon, 22 May 2006 19:39:07 GMT
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OK. And how is it not wrong?

Subject: Re: n00bjet-no
Posted by [JohnDoe](#) on Mon, 22 May 2006 20:48:54 GMT
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I admire De7 for putting up with this extreme retardation for 5 pages. After reading through this

thread, I feel considerably dumber, so now I will drink coffee, lay on my back, pee all over myself and then stay like that until the sun comes rises again.

Cheers!

Subject: Re: n00bjet-no
Posted by [Alexraptor](#) on Mon, 22 May 2006 20:55:34 GMT
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it is not a contradiction, the official game will never change in itself.

Subject: Re: n00bjet-no
Posted by [ripred999](#) on Tue, 23 May 2006 15:39:18 GMT
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Alexraptor wrote on Mon, 22 May 2006 10:16But again, this debate is 100% pointless, the ramjets are part of the game, and they do the damage they do, that is never going to change, so i suggest you stop whining and play, or find a server that has different settings for them
I completely agree with you

PS:sniper De7 do you play renegade that much or do you just sit around in this forum all day brainwashing ppl

hahaha

Subject: Re: n00bjet-no
Posted by [Sniper_De7](#) on Tue, 23 May 2006 16:11:22 GMT
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I'm not "brainwashing" anybody. They have a right to their opinion, even if it's wrong. Yeah, I play this game. Lot more than you have, anyways. You probably just got the game since the decade pack and found these forums and wanted to spam all topics concerning "tactics and strategies" Of which, you have absolutely no input. This topic is about n00bjets and the idea that they're too powerful. What the fuck should I talk about? chocolate? If you seriously are complaining then you should leave the forums, which would be better for the both of us. If you don't agree with what I say, how about instead of insulting me, like any person who doesn't have a point to make would do, you try and tell me why you think so?

I'm perfectly fine with you having your opinion, I just want to know the reasoning behind it. For argumentive purposes, Orca/apache aside, tell me one solid reason why ramjets should do more damage to light armoured vehicles? Wouldn't you think something like, anti-vehicle should do more damage? I mean, why buy a PIC on Field if there are arties on your door. ramjets do more damage per second, not to mention it's infinite range. Care to explain the reasoning? It makes having a PIC/Mobius more worthless since not only does the ramjet excel in fighting vehicles But

it can decimate any infantry in less than two hits, not to mention it's infamous ability to kill base infantry in one hit. Aside from that, you also get the monstrous amount of points for hitting vehicles with it. Care to shed some light, please?

Subject: Re: n00bjet-no
Posted by [Alexraptor](#) on Tue, 23 May 2006 19:00:00 GMT
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And i guess you are the renegade know-it-all god who decides wich opinions are right or wrong

Subject: Re: n00bjet-no
Posted by [Sniper_De7](#) on Tue, 23 May 2006 19:03:52 GMT
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no, those are called facts.

Subject: Re: n00bjet-no
Posted by [JohnDoe](#) on Tue, 23 May 2006 19:20:05 GMT
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Alex...is $2+2=6$ someone's opinion or just wrong?

Subject: Re: n00bjet-no
Posted by [ripred999](#) on Tue, 23 May 2006 21:23:00 GMT
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Sniper_De7 wrote on Tue, 23 May 2006 11:11 I'm not "brainwashing" anybody. They have a right to their opinion, even if it's wrong. Yeah, I play this game. Lot more than you have, anyways. You probably just got the game since the decade pack and found these forums and wanted to spam all topics concerning "tactics and strategies" Of which, you have absolutely no input. This topic is about n00bjets and the idea that they're too powerful. What the fuck should I talk about? chocolate? If you seriously are complaining then you should leave the forums, which would be better for the both of us. If you don't agree with what I say, how about instead of insulting me, like any person who doesn't have a point to make would do, you try and tell me why you think so?

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infantry in one hit. Aside from that, you also get the monstrous amount of points for hitting vehicles with it. Care to shed some light, please?

if they didnt want it to do more damage to light armor vehicles they wouldnt have put it in the game. Anyways why do you think theres a ramjet rifle(1000 credits) in addition to the sniper rifle(500 credits). think about it!that was the reason! it basically does twice as much as a sniper rifle. (BASICALLY)

by the way it does less damage to buildings than both mobius and PIC does+it fires slower than volt auto

in a 1 on 1 battle with havoc against mendosa if mendosa aint stupid 70% chance mendosa gonna win

i personally think its balanced enough considering ramjet even costs more than orca

Subject: Re: n00bjet-no
Posted by [JohnDoe](#) on Tue, 23 May 2006 22:01:42 GMT
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You should really learn how to play the game before giving advice in the Tactics and Strategies section..

Subject: Re: n00bjet-no
Posted by [mrpirate](#) on Tue, 23 May 2006 22:02:32 GMT
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ripred999, you are fucking stupid. Go away.

Subject: Re: n00bjet-no
Posted by [MexPirate](#) on Tue, 23 May 2006 22:27:18 GMT
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To be honest if you are going to pay 1000 credits for a character you want it to be something special - the PIC/Railgun is excellent for killing infantry, I find it acceptable that paying 1000 credits for a unit should allow you do damage against SOME vehicles - a technician/hottie can still repair faster than it can do damage and a skilled copter pilot/another sniper have a fair chance of taking the enemy ramjet out.

Also worth noting that if you pay 1000 points for a ramjet and the tanks come rolling in you are completely useless - thats a big disadvantage for any unit to have.

The only problem I have with the ramjet is that it gives you so many points for hitting heavily armoured vehicles.

Subject: Re: n00bjet-no
Posted by [ripred999](#) on Tue, 23 May 2006 23:39:42 GMT
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thats my point

im not saying that its the best and i love it. im just saying that its balanced.

about the "SUPER" points it gives for attacking heavilly armored vehicles, i think they just wanted for it to do something while attacking them so they made it get lots of points.

plus they want the game to be a little realistic, but not ruin the fun. and thats hard.

Subject: Re: n00bjet-no
Posted by [Sniper_De7](#) on Tue, 23 May 2006 23:41:35 GMT
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For killing infantry mate, the ramjet is obviously a better weapon to utilize. the chamber can hold 4 rounds of which only two need to actually hit in any given time. Yeah, the PIC can be good against infantry but comparatively speaking it does fuck-all. In saying this, ramjets are better than PICs, yes? (and mobius/mendoza/raveshaw respectively - in infantry) Now against vehicles (let's say against artys since they're more prominent than MRLs are) You'd rather have a ramjet than a PIC, for reasons of obviousness. It reaches farther (infinite) does more damage per second, and reaches its target instantly. The PIC has a shorter range (meaning, a tank/copter (if you will) can outrun a PIC, but can't a ramjet because its range is unlimited), it does less damage (backward thinking here since PIC is anti-vehicle, or supposed to be..) however, it shoots instantly(par with the ramjet), but still falls short to the ramjet. For a mobius/mendoza, the range is pathetic which is its weakness and a big one at that. I can stand my own against 2 PICs what's hard to do is be able to kill two ramjets who are singling me out. As for against heavy vehicles, unless you're a complete moron you won't be where heavy armoured vehicles can get you. Take for example Field - a ramjet often times sits at his base entrance shooting any vehicle that comes out getting loads of points. If he sees an APC/Light tank/med tank/whatever, the guy can just go back to his entrance and keep firing away bullets getting 10 points a pop. In any case, there are plenty of

places where snipers can be to not be hassled by heavy vehicles. I don't think I have to actually name every single spot, and i'll just assume you know that you can't get at every single sniper with tanks. (and why would you if you have tanks shooting at you anyways) The idea is that a ramjet is a sniper rifle, and sure, if you want to use it as anti-air so be it, even though it's my opinion its way over-powered as one, and I have reasons to back this up, I could ignore this and ask why the ramjet should be more useful against vehicles than the PIC/mobius and then be more useful against infantry. Common logic tells you leave the sniping units to be good against the infantry and then the anti-vehicle infantry to be good against (gasp) vehicles. But that's not the way it is, and would be fooling yourself if you thought otherwise.

@red - you definately haven't played very long. It wasn't *intended* to get massive amount of points. You seem to think that EA/westwood still manages this game. It abandoned it a long time ago, there are no more official patches. The last patch was more of a necessity since there was a nuke-> then leave the game glitch where you could blow up your own teams buildings (I don't know why I bother telling you this, as you weren't here around that time, like me and most of us who know what we're talking about were) You have absolutely no idea of the history of the game and may god have mercy on your soul.

Subject: Re: n00bjet-no
Posted by [ripred999](#) on Tue, 23 May 2006 23:54:40 GMT
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its just like patch is supposed to be an anti-infantry but turns out to be a anti sbh inf

im not saying that its compleatly fair, but its fair enough for me

when im in an orca or heli i do think that it should do less damage, but when being ramjet i sometimes wish it does more damage, but i never complain about it. i get some thing else and sneak up on them and send them to hell.

life isnt fair, and so arent most games

what im trying to say is ppl have their own oppinions and everyone looks at it differently.

Subject: Re: n00bjet-no
Posted by [Sniper_De7](#) on Wed, 24 May 2006 00:08:51 GMT
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an sbh.....is infantry, what would be not fair if the patch is anti-infantry? anti-(insert infantry including sbh) see how it fits? Besides, a patch isn't "anti-sbh" it's just good in general against infantry because of its tiberium poisoning, this happens to fit with sbh because it's infantry... I know there are different opinions, but opinions *can* be wrong, or in some cases more wrong than alternative opinions. All I ask is some reasoning behind your opinion otherwise what does it mean to anybody?

Subject: Re: n00bjet-no
Posted by [Aircraftkiller](#) on Wed, 24 May 2006 02:52:13 GMT
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Alexraptor is a newbie

Red is a newbie

You're both idiots

and your opinions are wrong.

Subject: Re: n00bjet-no
Posted by [Alexraptor](#) on Wed, 24 May 2006 10:35:09 GMT
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Aircraftkiller is an idiot.

That was totally uncalled for, you have no right to call me an newbie or an idiot for voicing my opinion. and i am far far far from a newbie. im as good as any other player, even better than some.

Subject: Re: n00bjet-no
Posted by [JohnDoe](#) on Wed, 24 May 2006 10:51:42 GMT
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ripped999 wrote on Wed, 24 May 2006 00:54its just like patch is supposed to be an anti-infantry but turns out to be a anti sbh inf

im not saying that its compleatly fair, but its fair enough for me

when im in an orca or heli i do think that it should do less damage, but when being ramjet i sometimes wish it does more damage, but i never complain about it. i get some thing else and sneak up on them and send them to hell.

life isnt fair, and so arent most games

what im trying to say is ppl have their own oppinions and everyone looks at it differently.

lol you own..

Subject: Re: n00bjet-no
Posted by [Deleted_](#) on Wed, 24 May 2006 11:40:24 GMT
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Alexraptor wrote on Wed, 24 May 2006 06:35 Aircraftkiller is an idiot.

That was totally uncalled for, you have no right to call me an newbie or an idiot for voicing my opinion. and i am far far far from a newbie. im as good as any other player, even better than some.

No Aircraftkiller is not an idiot. I've played him before and he actually has skill unlike you (yes I have played you before aswell, and you're not very good). You can't even spell Nod right. Yes, you are a newbie.

Subject: Re: n00bjet-no

Posted by [Alexraptor](#) on Wed, 24 May 2006 12:19:15 GMT

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Not very good, now thats funny, and what do you consider good? kills? avoid getting killed? in wich is rather stupid rating, i dont play for kills or for score, i have a much larger objective in mind, the victory of the Team. you dont want me against you, in a proper working team i am a very deadly adversary.

After playing for well over a year i am hardly a newbie, not a veteran, but certainly not a newbie.

NOD NOD NOD NOD NOD

Subject: Re: n00bjet-no

Posted by [Sniper_De7](#) on Wed, 24 May 2006 12:29:30 GMT

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Yeah well, effectively getting kills and score is what makes up if a player is doing something. You can't win a game and have little score. Generally, a person who has high score was shooting at buildings and vehicles and such otherwise he wouldn't have had that score. Anyways, about 50% of the time it comes down to *points* so when a guy had 3000 unanswered points, he's done pretty damn well for his team. There are people in renegade that have a hard time scoring over 500 in games and most any good player can do it in just a few minutes or less. Anyways, the most prominent feature a guy can have to be considered good would be how good he is in a tank. If a guy royally sucks in a tank, he generally is not useful.

Subject: Re: n00bjet-no

Posted by [JohnDoe](#) on Wed, 24 May 2006 12:36:46 GMT

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Yeah the Royals suck..

Subject: Re: n00bjet-no

Posted by [ripred999](#) on Wed, 24 May 2006 12:54:48 GMT

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1)GET BACK ON TOPIC

2)sniper de7 you want reasoning you got it!

1)if you are killing infantry then yes its probably one of the best, if not the best.it has 4 shots per round unlike PIC has only one and takes a long time to reload, but if your goal is buildings PIC is better. compared to the volt auto in killing infantry the ramjet is better. now if your goal is to *KILL* heavily armored vehicles the volt auto is better. and yes since the ramjet gets lots of points for attacking heavily armored vehicles it gives the person using it an advantage so why wouldnt someone use something thats to their advantage? tell me.

2)helis and orcas. do you know how effective an orca rush would be on a map with no base defense, probably even with, if there was no ramjets? in a map with base defense the enemy base would be destroyed in 2 or 3 rushes.(maybe even 1 if the rush was really big.with out base defense one rush would be enough.

3)arties and mrls. also these kinds of rushes are extremely effective.lets take walls flying or just regular walls. 3 mrls with 1 engi park themselves on the left side of the mesa looking from the gdi base. they start firing at the ref. when the health of the ref goes up more than it goes down they start attacking the HON. a few seconds later "hand of nod destroyed". then they fight off a tank or two and retreat. this is all assuming there is no ramjet. with ramjets in the game they wouldnt last enough to even switch to the HON. and if you dont believe that happened im not going to force you, but just to inform you i have almost destroyed the HON alone while one other person was attacking the ref.

Subject: Re: n00bjet-no

Posted by [JohnDoe](#) on Wed, 24 May 2006 13:09:17 GMT

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lol you use those infantry against buildings?

btw orca being overpowered doesn't justify a unit that's even more overpowered..

Subject: Re: n00bjet-no

Posted by [ripred999](#) on Wed, 24 May 2006 13:11:13 GMT

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that unit (ramjet) is overpowered to balance the game so orcas, helis, arties, and mrls dont rule renegade! LOL

Subject: Re: n00bjet-no

Posted by [Sniper_De7](#) on Wed, 24 May 2006 13:40:34 GMT

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ripred999 wrote on Wed, 24 May 2006 07:54:1)GET BACK ON TOPIC

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1. All infantry are pretty poor at killing buildings, it takes like probably 6 gunners to be able to kill a teched building, (I think even gunners might be more effective at killing buildings than PICs) So that being said, it's seriously ineffective for any infantry to kill a building on the outside without some vehicles shooting at it (to which the vehicles are considerably better at it) By the way, A solitary PIC can't kill buildings on the outside, which kind of defeats the purpose of having a goal to shoot at buildings.

2. Not that very effective if a team knew what it was doing. A raveshaw/PIC is easily capable of doing good enough damage to kill a copter, not to mention, you can also *BUY* a copter yourself, can you not?

3. No, those rushes aren't effective if the other team isn't moronic. 3 MRLS with an engineer repairing it? I'd just love to buy an arty to completely whipe them out. Yes, often it only takes one

arty, preferably with one tech and then kill them all. The part you're confused with is you're saying it's impossible to kill arties and MRLS without ramjets. You're wrong, and very much so. If a team had a bit of teamwork (Like the one you're assuming has, since it would require a bit of teamwork for a team to get 3 MRLS, then the team would have some light tanks and artys and rush the MRLs, and they'd also be out about the same time as MRLs before they had a chance to shoot hon/ref. You can't use that as a reference when one team has poor teamwork. You can kill MRLs/artys very easily with any unit just as long as you have teamwork guiding you. (You often don't need to anyways if you're a decent player since getting 3 mrls on walls/walls fly is probably pretty stupid or at least the way you put it out to be was.

You've done the same thing with the second one too, because if there were no ramjets you assume a team defending against an "orca rush" would have absolutely nothing to defend against it (ie, maybe apaches and raveshaws?)

Point is, you do *not* need ramjets to kill arties, or even teched arties. There are tanks to do that, not a wonderweapon which can do everything

Subject: Re: n00bjet-no
Posted by [PlastoJoe](#) on Wed, 24 May 2006 13:41:21 GMT
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Which is why one tactic (among others) is to use Orcas/Apaches/MRLSs/Artilleries against each other. Good players would even snipe the techs and then attack with tanks.

If you almost destroyed the Hand alone without any other assault of any kind, the other team was either sleeping or stupid.

Subject: Re: n00bjet-no
Posted by [ripped999](#) on Wed, 24 May 2006 13:50:45 GMT
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sniper de7 there is one thing i both admire and dislike about you: you wont give up even if someone puts a gun to your head and a knife to your throat.

lets just drop this because this is getting sad.

unless you want to make a thread that has a record number of pages in this forum.

Subject: Re: n00bjet-no
Posted by [Sniper_De7](#) on Wed, 24 May 2006 13:59:20 GMT
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It's a forum discussion... Did you expect something else? The point I was trying to do was for you to make you reasoning and then let me tell you why it's not correct using factual evidence. You didn't exactly cover much, though, like why a ramjet should be the all-purpose weapon when it's already good at killing infantry (even though I showed how Arties/MRLs aren't unstoppable) In fact, the best usage of vehicles is *NOT* buying loads of MRLs/Meds/arties/lighttanks/anything, but a mixture. Generally speaking, the most common mixture is Med/MRLs/maybeAPC or Artillery/light tanks. Get 7 arties and they'd be too slow and big they'd be such easy targets. I've played the game for four years to your what? 4 months? I'm not saying I'm going to be right, but comparatively speaking are you sure your even qualified to be giving input when you've only had such limited experience? Hell, if I only played a game for a little while I wouldn't have said I'd know so much. I'd have admitted it a long time ago, and I wouldn't have pretended otherwise

Subject: Re: n00bjet-no

Posted by [Spoony](#) on Wed, 24 May 2006 14:00:50 GMT

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ripred999 wrote on Wed, 24 May 2006 08:11that unit (ramjet) is overpowered to balance the game so orcas, helis, arties, and mrls dont rule renegade! LOL

Arties and MRLS wouldn't rule Renegade if ramjets were taken out/nerfed... ever heard of medium tanks and light tanks? Meds and MRLS vs arties and lights, or teched arties (depending on the map) is balanced - ramjets take that balance and piss all over it, because they do disproportionate damage to half the above targets and get illogical amounts of points from all the above targets, AND can attack from places where they're completely unkillable.

In big games Orcas/Apaches wouldn't dominate the game because ravs/PICs could outnumber them. I admit orcas and apaches are a little overpowered but nothing like as insanely unbalanced as ramjets are

Subject: Re: n00bjet-no

Posted by [Spoony](#) on Wed, 24 May 2006 14:07:29 GMT

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Alexraptor wrote on Tue, 23 May 2006 15:00And i guess you are the renegade know-it-all god who decides wich opinions are right or wrong

That's what a lot of people say when they are faced with an argument they can't refute. Amazingly, they usually seem to think they've won the argument by saying it.

Subject: Re: n00bjet-no

Posted by [ripred999](#) on Wed, 24 May 2006 14:09:40 GMT

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guess what! its fair enough for me! and yes a combination of things is better than lots of the same type(usually).

im not saying its perfectly fair because its not! im just trying to tell you that all this arguing is pointless!

we are better off if we stop this arguing

by the way ive been playing more than two years.

this isnt helping anyone.

but if you do want to break a record in this forum so be it

Subject: Re: n00bjet-no
Posted by [Sniper_De7](#) on Wed, 24 May 2006 14:16:09 GMT
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ripred999 wrote on Wed, 24 May 2006 09:09guess what! its fair enough for me! and yes a combination of things is better than lots of the same type(usually).

im not saying its perfectly fair because its not! im just trying to tell you that all this arguing is pointless!

we are better off if we stop this arguing

by the way ive been playing more than two years.

this isnt helping anyone.

but if you do want to break a record in this forum so be it

Unfortunately when you say it's fair enough for me all you hvae to say is that you die form ramjets and when you're a ramjet you die from copters, which isn't a form of determining if something is fair or not based on one person

EDit, what was your renegade nick the past 2 years?

Subject: Re: n00bjet-no
Posted by [ripred999](#) on Wed, 24 May 2006 14:43:00 GMT
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i have been using 3 or so nicks

and i play renegade for fun

ive been playing on the internet for only about a year because before i couldnt get it to work

Subject: Re: n00bjet-no

Posted by [Goztow](#) on Wed, 24 May 2006 14:47:38 GMT

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The funny part is that both sides can buy ramjets. So let's return your argument: you can buy an orca to defeat an apache but you can also buy a sakura to defeat a havoc.

Subject: Re: n00bjet-no

Posted by [ripred999](#) on Wed, 24 May 2006 14:48:43 GMT

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very true

and the nicks ive been using are:

wfire206

havoc019r

ripred999(i used him the most)

twistclaw(i dont know if i even used him)

Subject: Re: n00bjet-no

Posted by [Sniper_De7](#) on Wed, 24 May 2006 14:53:16 GMT

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The funny part is that you don't have to use ramjets/copters either, because ravesaws/PICs, APCs, and tanks can shoot them if they can actually aim. Assuming you agree that there are areas where ramjets are pretty much hidden from tankfire and such (aka, meaning the only thing to kill them would be infantry) then, what weakness does the ramjet have?

note also that a series of 3 skilled people who bought laser chain gunners could do some good damage against unskilled and average copter pilots.

Subject: Re: n00bjet-no

Posted by [ripped999](#) on Wed, 24 May 2006 14:54:50 GMT

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so why do you want my nicks?

Subject: Re: n00bjet-no

Posted by [Sniper_De7](#) on Wed, 24 May 2006 14:59:34 GMT

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I don't believe you've played this game for two years, that's why. Anyone recognize ripped from over 4 months ago?

Not to mention none of the nicks you used had a record of playing any games, and if you played on gamespy I would have seen your nickname.

Subject: Re: n00bjet-no

Posted by [ripped999](#) on Wed, 24 May 2006 15:02:45 GMT

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i know who has:beatle567

play renegade and youll find him if you put him on buddy list.

he played less than me

and its somewhere around 1 year on the internet

i couldnt play on game spy

let me try now

Subject: Re: n00bjet-no

Posted by [Sniper_De7](#) on Wed, 24 May 2006 15:11:55 GMT

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So you've had 1 year of single player experience? Welcome to gse.

Subject: Re: n00bjet-no

Posted by [ripped999](#) on Wed, 24 May 2006 15:35:38 GMT

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i can play game spy! i used to only be able to play wol

Subject: Re: n00bjet-no
Posted by [mision08](#) on Wed, 24 May 2006 18:49:34 GMT
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Ad-ware

Subject: Re: n00bjet-no
Posted by [Spoony](#) on Wed, 24 May 2006 22:57:17 GMT
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Goztow wrote on Wed, 24 May 2006 09:47The funny part is that both sides can buy ramjets. So let's return your argument: you can buy an orca to defeat an apache but you can also buy a sakura to defeat a havoc.
Congrats, you just proved it's overpowered, because the only counter to a ramjet is a better ramjet. This is conclusive proof it is overpowered, because nothing counters it other than another it, in more skilled hands. And yet that's somehow "balanced"

Subject: Re: n00bjet-no
Posted by [Aircraftkiller](#) on Wed, 24 May 2006 23:15:44 GMT
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Watching newbies argue is funny

Subject: Re: n00bjet-no
Posted by [JohnDoe](#) on Wed, 24 May 2006 23:46:43 GMT
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I can't believe de7 is having fun after running into a wall of ignorance for 7 pages..

Subject: Re: n00bjet-no
Posted by [PackHunter](#) on Thu, 25 May 2006 09:55:27 GMT
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MaidenTy1 wrote on Wed, 24 May 2006 18:57Goztow wrote on Wed, 24 May 2006 09:47The funny part is that both sides can buy ramjets. So let's return your argument: you can buy an orca to defeat an apache but you can also buy a sakura to defeat a havoc.
Congrats, you just proved it's overpowered, because the only counter to a ramjet is a better ramjet. This is conclusive proof it is overpowered, because nothing counters it other than another it, in more skilled hands. And yet that's somehow "balanced"

So an apc, med, stank, mammy or light tank wouldn't stand a chance against a havoc/sakura? Once they pop their heads out of the tunnels they are as good as dead with vehicles around. Also

you have to be able to actually hit someone or any random n00b with a soldier will kill you. Not to mention it is the only character to successfully counter an arti/mrl at distance. And at 1000 credits it is not that you can just keep buying them over and over after getting killed.

Besides, once you get good at sniping it is just plain fun to kill everybody in sight until they start crying how havoc's and sakura's suck.

Subject: Re: n00bjet-no
Posted by [JohnDoe](#) on Thu, 25 May 2006 10:09:52 GMT
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A Ramjet unit can stand where none of those vehicles can really damage him and get a shitload of points off sniping tanks, killing light vehicles and infantry.

Art and MLRS can successfully counter each other at distance, retard. Besides, tanks can just drive towards them and hit them once they're in range.

They can keep buying them over and over again because of the points and cash they get from sniping tanks...

Subject: Re: n00bjet-no
Posted by [Spoony](#) on Thu, 25 May 2006 10:49:33 GMT
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I was halfway through writing a reply to packhunter's post, then I looked at yours and realised it was EXACTLY the same...

Subject: Re: n00bjet-no
Posted by [PackHunter](#) on Thu, 25 May 2006 11:00:43 GMT
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ROFL, I laugh at you n00bs allways crying about snipers. Muhaha. If you can't handle snipers you probably just suck! So don't go blaming me or the snipers for your n00bness.

Subject: Re: n00bjet-no
Posted by [Aircraftkiller](#) on Thu, 25 May 2006 12:42:39 GMT
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When was the last time you got a score like this regularly? Before I stopped playing this pile of shit game to go back to CounterStrike, this *was* my score almost every time I played. If you don't believe that, I have about 40 more screenshots showing the same exact kind of high kills\low

deaths that I always get.

Your argument is flawed. You think everyone who challenges the Cult of Ramjet Usage must automatically suck. I used a Deadeye, an Orca\Apache (and regularly went 90/1 or less with it) and I can tell you that n00b cannons are overpowered to compensate for how much YOU suck. If you even read anything I had written before, not only are n00b cannons *extremely* rushed AA\AV counters IMPLEMENTED BY WESTWOOD... They're also crutches that let people like you think you're skilled when you're about as far from being skilled as is humanly possible.

Shut the fuck up, n00b.

File Attachments

1) [ScreenShot40.png](#), downloaded 548 times



Subject: Re: n00bjet-no

Posted by [Sniper_De7](#) on Thu, 25 May 2006 12:43:10 GMT

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Yeah pack, because everyone knows it's so incredibly hard to shoot vehicles with snipers. Gonna go out on a limb and say it's one of your favourite things to do since it's so challenging and skillful to shoot vehicles with guns that shoot instantly. Seriously, it isn't because you lack the skill in a med tank to kill an arty. Nope. Nothing like that at all.

PS: You aren't in a condition to say anyone is bad at this game...

Subject: Re: n00bjet-no

Posted by [Spoony](#) on Thu, 25 May 2006 13:00:09 GMT

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PackHunter wrote on Thu, 25 May 2006 07:00ROFL, I laugh at you n00bs allways crying about snipers. Muhaha. If you can't handle snipers you probably just suck! So don't go blaming me or the snipers for your n00bness.

I fail to see why complaining about an overpowered weapon (and you're welcome to try to refute my statement that it's overpowered, because god knows nobody's come close yet) means I suck.

Subject: Re: n00bjet-no

Posted by [PackHunter](#) on Thu, 25 May 2006 13:27:05 GMT

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LOL! First of all, Ack I couldn't be happier to hear that you left Renegade so I won't argue with you there, you might even come back!

Further more you guys assume all you like. Untill you faced me in battle you don't know shit about how I play this game. I have nothing to proof here. Everybody that actually knows me, knows how good I am so I'll just leave my skillz at that.

My point is a GOOD player knows how to deal with anything that is thrown at him in game. If a sniper is bothering you, you kill him or buy a vehicle with heavy armor. n00bs go out and cry about it, because don't have the skill or don't know how to handle it.

It's the same with hillcamping. Why do you think the mapmakers did put that fucking hill there in the first place huh? If the enemy is shooting your refinery you repair it and kill the guys that are doing it. Don't put in some bullshit rule because you can't handle it. That map was actually fun untill someone decided to put in a rule that forbids it and all the other servers decided to follow it.

Subject: Re: n00bjet-no
Posted by [Sniper_De7](#) on Thu, 25 May 2006 13:31:30 GMT
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I probably have played against you. Were you in any clans Packhunter? Don't tell me you're [W]arlord

Subject: Re: n00bjet-no
Posted by [PackHunter](#) on Thu, 25 May 2006 13:34:59 GMT
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No, I was in K4T and StuTu and I am now part of -=uT=-|. I used to play on Mac's GSA only server (Renegade Community Server) all the time until StuTu died 6 months or so back. I also don't play on american servers for several reasons.

Subject: Re: n00bjet-no
Posted by [Aircraftkiller](#) on Thu, 25 May 2006 13:40:10 GMT
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So a good player should be able to overcome what is impossible to overcome? A good person in life should be able to overcome the power of God! A good person in work should be able to circumvent being fired!

Your logic is faulty, and you're an idiot.

Subject: Re: n00bjet-no
Posted by [Sniper_De7](#) on Thu, 25 May 2006 13:44:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

<http://homepage.ntlworld.com/andrew.lowe8/k4t.JPG>
<http://homepage.ntlworld.com/andrew.lowe8/k4t2.JPG>

Also got 29954(ourpoints):9277(stutu's) in our warhistory

We also played UT once before, except the first map didn't finish because you guys thought we cheated when we were destroying you Nod Under.

Of course, you may not have been in any of the teams, but it goes to show you how you're not in the ballpark

Subject: Re: n00bjet-no
Posted by [PackHunter](#) on Thu, 25 May 2006 14:24:40 GMT

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StuTu and K4T may not have been a very good clan in clan wars because they almost never played any, but they were definitely fun clans to be in. As for uT, I would gladly take on gse with them. The current gse is a cheap rip off of the old gse anyway. We did however win the ESL cup and haven't lost a clan war, sniping or AOW, in months as far as I know. You are welcome to challenge us again on www.united-teamworkers.de.

As for you Ack. What you are saying is that snipers are invincible? Don't make me laugh, it is not THAT hard to kill a sniper. But even if you know someone is better then you or has a better weapon then you, you could also try and AVOID them and kill his barracks instead. That is what I mean by dealing with it if you didn't get it the first time. Obviously you can't win them all but for the love of God don't start crying about it.

Oh and I asked about having a clan-war uT against gse. Nobody seems to remember that incident. I am kinda curious who you were playing from our clan. Don't you have any screens of that?

Subject: Re: n00bjet-no
Posted by [JohnDoe](#) on Thu, 25 May 2006 14:32:48 GMT
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Packhunter you suck...you've never been in the clanscene, you're just a retard that plays on modded servers and was in Dutch or German n00bclans that hardly ever play a clanwar and if so against other shitty clans.

I wanna see a screenshot of you coming anywhere close to that...btw wanna go 1v1 so I can show you that you're not in our league?

Subject: Re: n00bjet-no
Posted by [JohnDoe](#) on Thu, 25 May 2006 14:35:05 GMT
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BTW gse doesn't really exist anymore, but I'm sure that we could put together an allstar team with Spooky and guys just to kick your n00b ass 6v6.

Subject: Re: n00bjet-no
Posted by [PackHunter](#) on Thu, 25 May 2006 14:40:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

JohnDoe wrote on Thu, 25 May 2006 10:32Packhunter you suck...you've never been in the clanscene, you're just a retard that plays on modded servers and was in Dutch or German

n00bclans that hardly ever play a clanwar and if so against other shitty clans.

...[some bullshit screen that says nothing]

I wanna see a screenshot of you coming anywhere close to that...btw wanna go 1v1 so I can show you that you're not in our league?

LMAO, I am sure I hit the right button there somewhere.

Subject: Re: n00bjet-no
Posted by [JohnDoe](#) on Thu, 25 May 2006 15:00:06 GMT
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I'm just telling you how much you suck...nice dodge btw.

Subject: Re: n00bjet-no
Posted by [mripirate](#) on Thu, 25 May 2006 15:08:42 GMT
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PackHunter wrote on Thu, 25 May 2006 10:24 As for uT, I would gladly take on gse with them. The current gse is a cheap rip off of the old gse anyway.

Right. Because having the same players as before makes it a ripoff. Why do the retards in uT think they're so great?

Subject: Re: n00bjet-no
Posted by [Dover](#) on Thu, 25 May 2006 15:10:48 GMT
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He's just trying to save face. Let him try to save a shred of dignity after embarrassing himself.

Subject: Re: n00bjet-no
Posted by [PackHunter](#) on Thu, 25 May 2006 16:00:15 GMT
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So now you are all teaming up on me... How unfair. But it doesn't change the fact that you are all idiots and I am right. Well, you got our site. Drop us a line and we will be happy to do a clan war anytime.

Subject: Re: n00bjet-no

Posted by [Aircraftkiller](#) on Thu, 25 May 2006 16:31:17 GMT

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How is saying "You suck because you've laid out your case for a weapon being overpowered" somehow you being right? Do you know what evidence is, and how to support an argument with it?

Subject: Re: n00bjet-no

Posted by [PackHunter](#) on Thu, 25 May 2006 16:48:12 GMT

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Aircraftkiller wrote on Thu, 25 May 2006 12:31How is saying "You suck because you've laid out your case for a weapon being overpowered" somehow you being right? Do you know what evidence is, and how to support an argument with it?

I will explain this one last time real easy: if there are many havocs about, DON'T buy something that is ripped apart easily by havocs. It is that simple. Buy something else to either kill those snipers or something that they can't kill like heavy armor and ignore them to kill their base.

If you still go out and buy an orca with havocs about, that would just be plain stupid, right? That is why you should buy an orca only when the hand/barracs is down or risk being ripped apart.

Overpowered would be if you could do absolutely nothing against it. But that is definitely not the case here. I really don't see why people are getting so worked up over this n00bjet here.

Subject: Re: n00bjet-no

Posted by [JohnDoe](#) on Thu, 25 May 2006 17:04:33 GMT

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Which is it? You didn't read what de7 has said here several times or it was too many words for you to understand?

Subject: Re: n00bjet-no

Posted by [PackHunter](#) on Thu, 25 May 2006 17:10:13 GMT

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JohnDoe wrote on Thu, 25 May 2006 13:04Which is it? You didn't read what de7 has said here several times or it was too many words for you to understand?

Actually, I didn't feel like reading through all 7 pages of rambling about how you guys let yourself get owned by snipers every game. Feel free to quote him for me.

Subject: Re: n00bjet-no

Posted by [Aircraftkiller](#) on Thu, 25 May 2006 17:16:27 GMT

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Oh, okay. To show you the faults in your logic:

For this discussion, we will assume that Havoc is replaced by a unit called Unit X. Unit X has a remote control that destroys everything on the enemy team, so long as you press the only button it has. Now, let's assume that Unit X has existed in place of Havoc\Sakura for the past four years, and that its only weakness is another Unit X, or a solitary set of units that is impervious to its Remote Control of Doom.

Quote:I will explain this one last time real easy: if there are many Unit X about, DON'T buy something that is ripped apart easily by Unit X. It is that simple. Buy something else to either kill those remote control users or something that they can't kill like heavy armor and ignore them to kill their base.

The problem with this argument should be apparent. You're suggesting that Unit X is the only viable counter to Unit X. If Unit X were balanced, another unit not of its own type could take it out easily.

Quote:If you still go out and buy an orca with Unit X about, that would just be plain stupid, right? That is why you should buy an orca only when the hand/barracks is down or risk being ripped apart.

So any vehicle should be rendered useless (or better yet, with heavy armor, point-beneficial to the enemy) because Unit X exists on the battlefield?

Quote:Overpowered would be if you could do absolutely nothing against it. But that is definitely not the case here. I really don't see why people are getting so worked up over this n00bjet here.

In the case of Unit X, there is nothing you can do about it. Once the button is pressed, the game is almost won for its team. This isn't much different from Havocs and Sakuras. In case you're as stupid as you come off as being, I'll make a little list to show you what happens with what units:

Havoc\Sakura can destroy these, with one shot:

- Rifle Soldiers
- Grenadiers
- Flamethrowers
- Shotgun Troopers
- Engineers

Havoc\Sakura can destroy these, with two shots:

All other types of infantry

Havoc\Sakura can destroy these, with four to five shots:

Buggies
Hum-vees
MRLS
Artillery
Orcas
Apaches
Transport Helicopters

Havoc\Sakura cannot easily destroy these, but will earn upwards of 10 points per shot from them:

All classes of vehicles.

Havoc\Sakura have instant impact with their weaponry. They have the most range of any unit (along with 500 credit snipers, that are also slightly overpowered due to their insane vehicle damage and point grabbing) at 300 meters, which is the maximum view distance. They hold 32 rounds, four in the n00b cannon itself upon purchase or rearmament. Not only that, but they also do the patented Flicker Dance of Death where the client thinks that the unit is walking, while the server says they're running, so you see both animations at the same time as they move side to side. This, in turn, makes them even harder to take out than they already are with 250 points of health and 100 points of armor.

All of this is gained for a measly 1,000 credits, while every other 1,000 unit does much less for the same price. Amazing, isn't it? Now go crawl back under your rock.

Subject: Re: n00bjet-no
Posted by [mrpirate](#) on Thu, 25 May 2006 17:35:59 GMT
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PackHunter wrote on Thu, 25 May 2006 13:10JohnDoe wrote on Thu, 25 May 2006 13:04Which is it? You didn't read what de7 has said here several times or it was too many words for you to understand?

Actually, I didn't feel like reading through all 7 pages of rambling about how you guys let yourself get owned by snipers every game. Feel free to quote him for me.

You are misunderstanding the argument. De7 isn't complaining because he is killed by n00bjets (in fact it's the other way around), he is complaining because he is frustrated by people who will continue to buy n00bjets even after he kills them 4 times in a row. After all, against MOST people they are equivalent to easy points, so a lot of people never bother to learn to do anything but sit on the bridge on City Flying and shoot at Orcas/Apaches.

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.

Subject: Re: n00bjet-no
Posted by [PackHunter](#) on Thu, 25 May 2006 18:02:54 GMT
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mrpirate wrote on Thu, 25 May 2006 13:35PackHunter wrote on Thu, 25 May 2006 13:10JohnDoe wrote on Thu, 25 May 2006 13:04Which is it? You didn't read what de7 has said here several times or it was too many words for you to understand?

Actually, I didn't feel like reading through all 7 pages of rambling about how you guys let yourself get owned by snipers every game. Feel free to quote him for me.

You are misunderstanding the argument. De7 isn't complaining because he is killed by n00bjets (in fact it's the other way around), he is complaining because he is frustrated by people who will continue to buy n00bjets even after he kills them 4 times in a row. After all, against MOST people they are equivalent to easy points, so a lot of people never bother to learn to do anything but sit on the bridge on City Flying and shoot at Orcas/Apaches.

Yeah, the flaming aside, I get frustrated by n00bs in general too. I love them when they are on the opposite side though. But this has nothing to do with the n00bjet. A few snipers sitting on the bridge at city is actually not as bad in my eyes. It stops the orca's from destroying my harvy or

detecting the incoming stank rush.

Subject: Re: n00bjet-no
Posted by [JohnDoe](#) on Thu, 25 May 2006 18:08:15 GMT
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Quote: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?

Uhm it's easier than with any other unit? The only unit that is comparably good at killing infantry is the Mobius/Mendoza, but he has extremely limited range.

Quote: 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.

OK let's compare:

Damage against Infantry: Ramjet can shoot twice as many shots and can scope...clear winner.

Damage against Light Vehicles: Ramjet clear winner for the same reasons.

Damage against Heavy Vehicles: Railgun wins, but Tanks will do more damage, so it's not a necessary unit. Points-wise, the Ramjet still wins, which is important since most games come down to points, not basekill. I'm call it a slight win for the Railgun.

Range: Ramjet can damage/get points off vehicles over the whole map, where they can't even reach him. Raveshaw has less range than tanks...Ramjet clear winner.

So the Ramjet completely owns the Railgun in 3 out of 4 categories...how can you even compare the two?

Get a clue...n00b.

Subject: Re: n00bjet-no
Posted by [Aircraftkiller](#) on Thu, 25 May 2006 18:08:34 GMT
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Pirate and Sniper have much more patience for this shit than I do. I don't know how I can make it any more clear... I'm not about to write this out in multi-fucking colored crayons so your little mind can understand what we're talking about.

Subject: Re: n00bjet-no
Posted by [mrpirate](#) on Thu, 25 May 2006 18:09:15 GMT
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While obviously its not entirely the fault of the Ramjet, and some people will always play in an annoying fashion, I do believe that gameplay on a map like City_Flying could be improved if people were convinced not to use Ramjets exclusively. Perhaps then they would buy a tank or a helicopter or a Raveshaw, or whatever. And one possible way to do this would be to nerf the damage done to certain vehicles by the Ramjet. However, clearly, there would be problems created by this as well, so it's not a point I argue as vehemently as De7.

Subject: Re: n00bjet-no
Posted by [JohnDoe](#) on Thu, 25 May 2006 18:10:20 GMT
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He's Dutch...the biggest morons in Renegade and in general come from there.

^that's been established years ago.

Subject: Re: n00bjet-no
Posted by [mrpirate](#) on Thu, 25 May 2006 18:11:12 GMT
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Warlord > STT

Or maybe it wasn't STT, but it was one of those clans. I forget.

Subject: Re: n00bjet-no
Posted by [PackHunter](#) on Thu, 25 May 2006 18:14:37 GMT
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Aircraftkiller wrote on Thu, 25 May 2006 14:08multi-fucking colored crayons

lol!

Subject: Re: n00bjet-no
Posted by [Aircraftkiller](#) on Thu, 25 May 2006 18:18:10 GMT
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PackHunter wrote on Thu, 25 May 2006 14:14im dodgeing teh point cuz

Subject: Re: n00bjet-no
Posted by [PackHunter](#) on Thu, 25 May 2006 18:20:04 GMT
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Aircraftkiller wrote on Thu, 25 May 2006 14:18PackHunter wrote on Thu, 25 May 2006 14:14im dodgeing teh point cuz

Because I am getting bored with this thread too. I think I said everything I needed to say here for today. Have more important things to do.

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 armoued 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 poitns 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 thema nymore

Subject: Re: n00bjet-no
Posted by [Goztow](#) on Thu, 25 May 2006 18:28:11 GMT
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It is totally stupid to play in any games with more than 20 players anyway, Aircraftkiller. Unless you play huge fanmaps.

It's also retarded to conclude that Dutch players are retards because you met some n00bs that were Dutch.

Subject: Re: n00bjet-no
Posted by [JohnDoe](#) on Thu, 25 May 2006 18:38:49 GMT
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PackHunter wrote on Thu, 25 May 2006 13:20Aircraftkiller wrote on Thu, 25 May 2006 14:18PackHunter wrote on Thu, 25 May 2006 14:14im dodgeing teh point cuz

Because I am getting bored with this thread too. I think I said everything I needed to say here for today. Have more important things to do.

lol typical reaction when your whole arguement has been proven wrong and you lack the balls to admit it...

Subject: Re: n00bjet-no
Posted by [PackHunter](#) on Thu, 25 May 2006 18:41:41 GMT
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Don't worry I will be back tomorrow.

Subject: Re: n00bjet-no
Posted by [Dover](#) on Thu, 25 May 2006 18:43:21 GMT
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If all Ramjets were the single-shot dropped variety, perfect balences would be acheived. Gaurenteed.

Subject: Re: n00bjet-no
Posted by [JohnDoe](#) on Thu, 25 May 2006 19:17:17 GMT
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It would certainly be better...although the game would benefit more from a fixed points system.

Subject: Re: n00bjet-no
Posted by [Alexraptor](#) on Thu, 25 May 2006 23:09:21 GMT
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Goztow wrote on Thu, 25 May 2006 13:28It is totally stupid to play in any games with more than 20 players anyway, Aircraftkiller. Unless you play huge fanmaps.

It's also retarded to conclude that Dutch players are retards because you met some n00bs that were Dutch.

Starts thinking of Command & Conquer
Starts thinking of Renegade wich is C&C but in FPS style
starts thinking of the crapload of tanks and infantry last used to crush a Nod base in C&C
comes to the conclusion that Goztow dosent know what he is talking about

Subject: Re: n00bjet-no
Posted by [Spoony](#) on Fri, 26 May 2006 00:23:49 GMT
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PackHunter wrote:ROFL, I laugh at you n00bs allways crying about snipers. Muhaha. If you can't handle snipers you probably just suck! So don't go blaming me or the snipers for your n00bness. PackHunter wrote:Further more you guys assume all you like. Untill you faced me in battle you don't know shit about how I play this game. I have nothing to proof here. Everybody that actually knows me, knows how good I am so I'll just leave my skillz at that. Kind of a contradiction, don't you think?

PackHunter wrote:Have more important things to do.
I think you're lying

Subject: Re: n00bjet-no
Posted by [Goztow](#) on Fri, 26 May 2006 07:44:08 GMT
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MaidenTy1 wrote on Thu, 25 May 2006 20:23
PackHunter wrote:Have more important things to do.
I think you're lying
Actually he's not lying. He's coding brenbot version 1.43, so he DOES have better things to do, and he's combining that with a job...

Alexraptor wrote on Thu, 25 May 2006 19:09Goztow wrote on Thu, 25 May 2006 13:28It is totally stupid to play in any games with more than 20 players anyway, Aircraftkiller. Unless you play huge fanmaps.

It's also retarded to conclude that Dutch players are retards because you met some n00bs that were Dutch.

Starts thinking of Command & Conquer

Starts thinking of Renegade wich is C&C but in FPS style

starts thinking of the crapload of tanks and infantry last used to crush a Nod base in C&C

comes to the conclusion that Goztow dosent know what he is talking about

This is Renegade. Renegade is no perfect copy of C&C. Or rather: the standard maps aren't. C&C maps were way bigger. And to just give an exemple: why do you think there's a vehicle limit of 7 tanks?

Subject: Re: n00bjet-no

Posted by [Spoony](#) on Fri, 26 May 2006 12:09:55 GMT

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fps/sfps issues...

Subject: Re: n00bjet-no

Posted by [Dover](#) on Fri, 26 May 2006 18:12:10 GMT

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Oooh!! Kind of off-topic, but I would LOVE to have an epic 50v50 battle in Renegade, like on Red Alert when you turn off bases in skirmish mode...

Drools

Subject: Re: n00bjet-no

Posted by [PackHunter](#) on Fri, 26 May 2006 20:58:26 GMT

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I think that playing with more then 20 ppl is kinda pointless. I guess I am one of the few since these large servers are usually crowded as hell. Go figure.

Subject: Re: n00bjet-no

Posted by [nukchebi0](#) on Fri, 26 May 2006 23:06:10 GMT

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It's amazing what happens when you don't check in on your threads.

To ACK: Thank you for posting that screenshot. Now I know who that jackhole that JupiterKS is is

in real life. You are a complete disgrace to Renegade, and are a jerk to other people. I'm glad you left Renegade, so you can ruin the experiences of people playing CS:S. Also, I find really funny that you call Renegade Quote:a pile of shit game when you made so many (generally bad) maps for it. You obviously were just trying to look tough.

Subject: Re: n00bjet-no
Posted by [Aircraftkiller](#) on Sat, 27 May 2006 00:55:01 GMT
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lol

What'd I do to you, kill you too many times in-game? Shoot you in the head every time you came into my view? There's some reason why you're pissy. Oh wait, maybe I shit talked you in-game and now you're finally taking out your Unreleased Internet Anger on me.

Fact of the matter is that you probably suck at Renegade and you have no other recourse except to say "omg ur map sux" and "omg u say bad tings bout me omg die" and other various idiotic expressions. Do me a personal favor and shut the fuck up for your own sake, save some of your dignity.

Subject: Re: n00bjet-no
Posted by [Spoon](#) on Sat, 27 May 2006 00:56:40 GMT
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your maps is bad, YOU WANT I WRUT THIS THE MAPS IS BAD

Subject: Re: n00bjet-no
Posted by [Aircraftkiller](#) on Sat, 27 May 2006 01:04:06 GMT
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YOU AR NOT JUST A BIG JACKAS AND YOU THE BIG HEAD JUST YOU

Subject: Re: n00bjet-no
Posted by [Kamuix](#) on Sat, 27 May 2006 01:22:51 GMT
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Why did he call you a Bighead, and i wonder what he was really trying to say .

Subject: Re: n00bjet-no
Posted by [PackHunter](#) on Sat, 27 May 2006 06:04:43 GMT

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<http://www.renegadeforums.com/index.php?t=msg&th=252&start=0&rid=3776>

Subject: Re: n00bjet-no
Posted by [Goztow](#) on Sat, 27 May 2006 09:59:32 GMT
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Hehe, a classic!

Subject: Re: n00bjet-no
Posted by [PackHunter](#) on Sat, 27 May 2006 10:03:07 GMT
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Yeah I laughed my ass off because of that thread!

Subject: Re: n00bjet-no
Posted by [nukchebi0](#) on Sun, 28 May 2006 22:12:37 GMT
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Its nice to see that ACK is a AH, too. He is the most arrogant AH I have ever met. Oh, and notice how he dodged the point about his hypocrisy. I was obviously right.

Subject: Re: n00bjet-no
Posted by [Aircraftkiller](#) on Sun, 28 May 2006 22:24:12 GMT
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LOLZ I THINK WHAT HAPPENED WAS THAT YOU FAILED TO READ MY RESPONSE TO YOU, WHOEVER YOU ARE.

Quote:It's amazing what happens when you don't check in on your threads.

To ACK: Thank you for posting that screenshot. Now I know who that jackhole that JupiterKS is in real life. You are a complete disgrace to Renegade, and are a jerk to other people. I'm glad you left Renegade, so you can ruin the experiences of people playing CS:S. Also, I find really funny that you call Renegade

Quote:

a pile of shit game

when you made so many (generally bad) maps for it. You obviously were just trying to look tough.

Quote:lol

What'd I do to you, kill you too many times in-game? Shoot you in the head every time you came into my view? There's some reason why you're pissy. Oh wait, maybe I shit talked you in-game and now you're finally taking out your Unreleased Internet Anger on me.

Fact of the matter is that you probably suck at Renegade and you have no other recourse except to say "omg ur map sux" and "omg u say bad tings bout me omg die" and other various idiotic expressions. Do me a personal favor and shut the fuck up for your own sake, save some of your dignity.

SOMEONE GET THIS NUKCHEBI0 SOME SOCIALIZATION LESSONS

BECAUSE CURRENTLY HE SOUNDS LIKE A CREEPY PEDOPHILE

"haha teh child doesn't know what i have in store for him, because he is weak in the mind, such a foolish child!! heehee"

AND IF WE CAN'T GET HIM SOCIAL LESSONS, THEN I AT LEAST WANT A SALVO OF HELLFIRE MISSILES FOR MY ROFLCOPTER TO HUNT THE FUCKER DOWN.

IT'LL BE ALMOST LIKE C&C GENERALS, BUT GOOD, AND NOT MADE BY EA, AND NO CHINA, JUST ROFLBBSQUAD VS BULGARIA.

Subject: Re: n00bjet-no
Posted by [Dover](#) on Mon, 29 May 2006 02:24:53 GMT
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Aircraftkiller wrote on Sun, 28 May 2006 15:24ROFLBBSQUAD VS BULGARIA.

Bulgaria wins. End of story.

Subject: Re: n00bjet-no
Posted by [nukchebi0](#) on Mon, 29 May 2006 02:35:50 GMT
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He's still dodging my point.

Subject: Re: n00bjet-no
Posted by [Sniper_De7](#) on Mon, 29 May 2006 02:48:35 GMT
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If your point was valid, maybe he would. Maybe by 'bad game' he just meant the fact that renegade was rushed and that it had lots of bugs, that, or the fact that there's a load of dumbfucks

who play. I have a suspicion it's the latter.

Subject: Re: n00bjet-no

Posted by [nukchebi0](#) on Mon, 29 May 2006 03:47:22 GMT

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Sniper_De7 wrote on Sun, 28 May 2006 21:48 If your point was valid, maybe he would. Maybe by 'bad game' he just meant the fact that renegade was rushed and that it had lots of bugs, that, or the fact that there's a load of dumbfucks who play. I have a suspicion it's the latter.

Uh, right. After four years playing it and making maps for it, he suddenly decides its a pile of s***. Next thing you know, George Bush won Florida in 2000.

P.S. I have been convinced the the Ramjet is overpowered, so please don't harbor any hate for me, as your post obviously portrays.

Subject: Re: n00bjet-no

Posted by [Aircraftkiller](#) on Mon, 29 May 2006 03:55:06 GMT

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WHY SUM UP YOUR POINT THRICE?

I'M NOT AN IDIOT

THERE ARE IDIOTS AROUND HERE

I'M NOT ONE OF THEM

IN FACT I'M ONE OF FEW PEOPLE HERE WHO DOESN'T THINK THAT:
E = MC HAMMER.

IF YOU PAID MORE ATTENTION YOU'D REALIZE I CALLED RENEGADE A PILE OF SHIT
TWO YEARS AGO AND CONTINUE TO DO SO TODAY

YOUR ATTENTION SPAN MUST BE VERY SHORT BECAUSE I'VE BEEN SAYING RENEGADE
SUCKS FOR A LONG TIME NOW.

LOLZ OMG

IT'S AMAZING THAT YOU THINK YOU'RE RIGHT WHEN YOU'RE NOT

I DON'T WANT TO KNOW WHAT THAT MUST FEEL LIKE.

ROLF@FORT-GEFORTLE.COM

Subject: Re: n00bjet-no
Posted by [nukchebi0](#) on Mon, 29 May 2006 05:17:10 GMT
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Aircraftkiller wrote on Sun, 28 May 2006 23:55 WHY SUM UP YOUR POINT THRICE?

I'M NOT AN IDIOT

THERE ARE IDIOTS AROUND HERE

I'M NOT ONE OF THEM

IN FACT I'M ONE OF FEW PEOPLE HERE WHO DOESN'T THINK THAT:
E = MC HAMMER.

IF YOU PAID MORE ATTENTION YOU'D REALIZE I CALLED RENEGADE A PILE OF SHIT
TWO YEARS AGO AND CONTINUE TO DO SO TODAY

YOUR ATTENTION SPAN MUST BE VERY SHORT BECAUSE I'VE BEEN SAYING RENEGADE
SUCKS FOR A LONG TIME NOW.

LOLZ OMG

IT'S AMAZING THAT YOU THINK YOU'RE RIGHT WHEN YOU'RE NOT

I DON'T WANT TO KNOW WHAT THAT MUST FEEL LIKE.

ROLF@FORT-GEFORTLE.COM

I DIDN'T REALIZE THAT YOU HAD SAID THAT. OF COURSE, YOUR CONTINUED PLAYING
OF THE GAME AND POPULATION OF THE FORUMS DEDICATED TO IT SAYS A LOT TO
THE VALIDITY OF YOUR STATEMENTS.

LIKE THE ALL-CAPS, BY THE WAY. IT MAKES YOUR POSTS LOOK NICE, NO.

Subject: Re: n00bjet-no
Posted by [Aircraftkiller](#) on Mon, 29 May 2006 05:44:26 GMT
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OMG

THE BULLET PROOF COMEBACK

STICK YOUR HEAD IN TEH DEEP FAT FRYER & POST THE RESULTS/IMPROVEMENTS

OR JUST DON'T EVER POST IN ANY OF MY THREADS EVER AGAIN

K?
K?

K?
STFU
GTFO

Subject: Re: n00bjet-no
Posted by [nukchebi0](#) on Mon, 29 May 2006 07:03:18 GMT
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Aircraftkiller wrote on Mon, 29 May 2006 00:44OMG

THE BULLET PROOF COMEBACK

STICK YOUR HEAD IN TEH DEEP FAT FRYER & POST THE RESULTS/IMPROVEMENTS

OR JUST DON'T EVER POST IN ANY OF MY THREADS EVER AGAIN

K?
K?

K?
STFU
GTFO

Seeing as you are obviously too drunk to realize this I shall tell you: I started this thread, not you.
And you are still dodging my point.

Subject: Re: n00bjet-no
Posted by [PlastoJoe](#) on Mon, 29 May 2006 15:54:23 GMT
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He must've been drunk for the last two days then...

Subject: Re: n00bjet-no
Posted by [Aircraftkiller](#) on Mon, 29 May 2006 17:19:19 GMT
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OMG

DON'T BRING MY PERSONAL LIFE INTO THIS

WANNABE DR.PHIL WEB PSYCHIATRIST

WWW.STFU@YOU.COM/YOURWRISTS

WWW.GOTOHELL.COM/YOURWRISTS

Subject: Re: n00bjet-no

Posted by [Kamuix](#) on Mon, 29 May 2006 18:58:25 GMT

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Lol I think ACK's anger over these forums have been building up over the past 4 years, and they have finally exceeded their limits

Subject: Re: n00bjet-no

Posted by [Mortus Est](#) on Mon, 29 May 2006 21:56:53 GMT

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Or hes managed to glue down a shift key...

Subject: Re: n00bjet-no

Posted by [Aircraftkiller](#) on Mon, 29 May 2006 22:16:04 GMT

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Mortus Est wrote on Mon, 29 May 2006 17:56Or hes managed to glue down a shift key...

HOW DID YOU GUESS?

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anyone for cheese?

Subject: Re: n00bjet-no
Posted by [Goztow](#) on Tue, 30 May 2006 12:45:19 GMT
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More into eggs today, really.

Subject: Re: n00bjet-no
Posted by [MexPirate](#) on Tue, 30 May 2006 15:49:09 GMT
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Gotta have eggs scrambled, unless you are hung over then fried is OK too.

what the hell is "sunny side up" any way

Subject: Re: n00bjet-no
Posted by [Dover](#) on Tue, 30 May 2006 17:31:50 GMT
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I hate eggs.

I had some really good aged cheddar the other day, though. Didn't taste "aged" at all".

Subject: Re: n00bjet-no
Posted by [mrpirate](#) on Tue, 30 May 2006 17:46:13 GMT
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[BBFPirate wrote on Tue, 30 May 2006 11:49]Gotta have eggs scrambled, unless you are hung over then fried is OK too.

what the hell is "sunny side up" any way

Subject: Re: n00bjet-no

Posted by [MexPirate](#) on Wed, 31 May 2006 12:35:33 GMT

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Arrrrr matey, thanks for that - good the morning after a bottle of rum.

so wtf is "over easy" why do you have all these crazy names for eggs anyway.

Subject: Re: n00bjet-no

Posted by [Aircraftkiller](#) on Wed, 31 May 2006 13:52:21 GMT

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BECAUSE EGGS ARE SHIT

ONLY A FEW PEOPLE ACTUALLY EAT EGGS

THE REST OF US HAVE A SENSIBLE BREAKFAST.

AND IF YOU FOUND THIS TOPIC SO TERRIBLY UNFUNNY

WHY NOT SUGGEST SOMETHING THAT WOULD MAKE IT FUNNY

K?

K?

K?

K?

K.

Subject: Re: n00bjet-no
Posted by [Spoony](#) on Wed, 31 May 2006 14:48:10 GMT
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this thread is heading in a direction I don't like.

Subject: Re: n00bjet-no
Posted by [Aircraftkiller](#) on Wed, 31 May 2006 15:33:58 GMT
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BUT THIS THREAD IS FINE. WE'RE HAVING A PERFECTLY RATIONAL DISCUSSION ON HOW PEOPLE LIKE NUK "I'M A PEDOPHILE" CHEBI0 ARE TOTAL WASTES OF NECESSARY OXYGEN.

OMGBBQHURRICANE

Subject: Re: n00bjet-no
Posted by [nukchebi0](#) on Fri, 02 Jun 2006 23:11:40 GMT
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Aircraftkiller wrote on Wed, 31 May 2006 16:33BUT THIS THREAD IS FINE. WE'RE HAVING A PERFECTLY RATIONAL DISCUSSION ON HOW PEOPLE LIKE NUK "I'M A PEDOPHILE" CHEBI0 ARE TOTAL WASTES OF NECESSARY OXYGEN.

OMGBBQHURRICANE

Uhh hhhhhh?

Subject: Re: n00bjet-no
Posted by [Wyld1USA](#) on Sat, 03 Jun 2006 17:06:07 GMT
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BBFPirate wrote on Tue, 30 May 2006 08:42anyone for cheese?
Goztow wrote on Tue, 30 May 2006 08:45More into eggs today, really.

Nope! Both wrong....COOKIES!!!!

This was a Jerry Springer type thread. Wow.

Subject: Re: n00bjet-no
Posted by [OWA](#) on Sat, 03 Jun 2006 17:25:16 GMT
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Cheese, eggs and cookies dont go together

Oh noes. *picks up flameproof gear*

Subject: Re: n00bjet-no

Posted by [Phazon87](#) on Sat, 10 Jun 2006 12:44:28 GMT

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And this is one of the most respected people in the Command and Conquer community why? I'm sorry, I'm relatively new and maybe missing the point a little, but from here it looks like he's acting like a spoiled, childish brat who can't bear to have his opinion corrected.

Subject: Re: n00bjet-no

Posted by [Lijitsu](#) on Sat, 10 Jun 2006 13:06:17 GMT

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Phazon87 wrote on Sat, 10 June 2006 08:44: And this is one of the most respected people in the Command and Conquer community why? I'm sorry, I'm relatively new and maybe missing the point a little, but from here it looks like he's acting like a spoiled, childish brat who can't bear to have his opinion corrected.

Who, AircraftKiller? We know. Whatever respect he gained from making all those maps and fixing those bugs, he lost it by acting like this. He might still have some respect because of his work in A Path Beyond, but I personally doubt it. Just ignore him.

Subject: Re: n00bjet-no

Posted by [Aircraftkiller](#) on Sat, 10 Jun 2006 16:31:28 GMT

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Phazon87 wrote on Sat, 10 June 2006 08:44: And this is one of the most respected people in the Command and Conquer community why? I'm sorry, I'm relatively new and maybe missing the point a little, but from here it looks like he's acting like a spoiled, childish brat who can't bear to have his opinion corrected.

LOLZ

YES BECAUSE A NEWBIE SAYS IT, IT MUST BE THE TRUTH.

HERE'S A BETTER OPINION: SHUT THE FUCK UP AND GET THE POINT MOST OF US ARE DRIVING HOME HERE.

DID YOU EVEN READ THE THREAD? SOMEHOW I DOUBT IT, YOU IGNORANT FUCK.

Subject: Re: n00bjet-no

Posted by [Ma1kel](#) on Sat, 10 Jun 2006 19:11:27 GMT

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RaInBoW cOIOrS rOcK.

Subject: Re: n00bjet-no
Posted by [Aircraftkiller](#) on Sat, 10 Jun 2006 20:15:57 GMT
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I THINK I SPEAK FOR EVERYONE WHEN I SAY WE SAW YOUR HOMO-WRITING EARLIER

WE DON'T NEED TO SEE YOU SPAM YOUR HOMO-WRITING ANY MORE THAN YOU
ALREADY HAVE.

YOU'RE NOT FUNNY

YOU'RE NOT CLEVER

STFU AND GTFO

WWW.ROOFLESTEHGOOGLE.COM/YOURWRISTS

Subject: Re: n00bjet-no
Posted by [OWA](#) on Sat, 10 Jun 2006 23:08:34 GMT
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I second to that. Coloured writing sucks.

Subject: Re: n00bjet-no
Posted by [Phazon87](#) on Sun, 11 Jun 2006 09:09:28 GMT
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Aircraftkiller wrote on Sat, 10 June 2006 11:31Phazon87 wrote on Sat, 10 June 2006 08:44And
this is one of the most respected people in the Command and Conquer community why? I'm sorry,
I'm relatively new and maybe missing the point a little, but from here it looks like he's acting like a
spoiled, childish brat who can't bear to have his opinion corrected.

LOLZ

YES BECAUSE A NEWBIE SAYS IT, IT MUST BE THE TRUTH.

HERE'S A BETTER OPINION: SHUT THE FUCK UP AND GET THE POINT MOST OF US ARE
DRIVING HOME HERE.

DID YOU EVEN READ THE THREAD? SOMEHOW I DOUBT IT, YOU IGNORANT FUCK.
I'm sorry... but what the fuck? Of course I've read the thread, every post in it, and yes, I do agree
that the Ramjet Rifle is overpowered. However, I do not agree with your attitude that everyone
who does not share your opinion is an "ignorant fuck".

I am a relative newbie to the community yes, which is why I was at a loss as to why you were
behaving in this way. I'd always thought that you were one of the more respectable, intelligent

members of this community. Obviously, I was wrong. There doesn't seem to be any point in me arguing with you, as from your recent posts, you don't seem to have enough intelligence to understand me.

Subject: Re: n00bjet-no
Posted by [mripirate](#) on Sun, 11 Jun 2006 14:40:26 GMT
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There are no intelligent or respectable members in this community.

Subject: Re: n00bjet-no
Posted by [mision08](#) on Sun, 11 Jun 2006 21:23:52 GMT
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I second that.

Subject: Re: n00bjet-no
Posted by [Aircraftkiller](#) on Mon, 12 Jun 2006 05:23:18 GMT
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Quote:I'm sorry... but what the fuck? Of course I've read the thread, every post in it, and yes, I do agree that the Ramjet Rifle is overpowered. However, I do not agree with your attitude that everyone who does not share your opinion is an "ignorant fuck".

WHERE DID I SAY THAT ANYONE WHO DISAGREES WITH ME IS AN IGNORANT FUCK?
WHAT I DID SAY WAS THAT YOU WERE AN IGNORANT FUCK FOR NOT READING THE
TOPIC ENTIRELY, WHICH YOU HAVE YET TO DO

YOUR HALF ASSED REPLY IS MORE THAN AMPLE EVIDENCE OF THIS

Quote:I am a relative newbie to the community yes, which is why I was at a loss as to why you were behaving in this way. I'd always thought that you were one of the more respectable, intelligent members of this community. Obviously, I was wrong. There doesn't seem to be any point in me arguing with you, as from your recent posts, you don't seem to have enough intelligence to understand me.

CLEARLY I HAVE NO INTELLIGENCE BECAUSE I WRITE IN ALL CAPITAL LETTERS IN A
TOPIC WHERE MY POINT WAS ALREADY HAMMERED IN. I'M CLEARLY AN IDIOT BECAUSE
I'M BAITING YOU INTO RESPONDING IN WAYS THAT MAKE YOU LOOK AS STUPID AS I
THINK YOU ACT.

K

K

K

MKAY

ALL THAT CRAZY SHIT, NIGGA

WE BE RIDIN SPINNAS NOW

Subject: Re: n00bjet-no

Posted by [Kamuix](#) on Mon, 12 Jun 2006 11:12:33 GMT

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mrpirate wrote on Sun, 11 June 2006 10:40 There are no intelligent or respectable members in this community.

How could you say there are no intelligent people in this community. Of course their are, you for example. I could name at least 10.

Subject: Re: n00bjet-no

Posted by [OWA](#) on Mon, 12 Jun 2006 16:58:42 GMT

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I second to that. This community has loads of intelligent members.

Subject: Re: n00bjet-no

Posted by [Titan_HQ](#) on Mon, 12 Jun 2006 20:29:07 GMT

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I know this is a bit off-topic but its my opinion,

im probally going to regret saying this but, if people played as a team on servers instead of buying havocs and mammoth tanks and thinking there invinsible, the n00bjet would'nt really be overpowerd at all, because if some n00b did buy it to get points by shooting helos the opposing team could quite easily kill em and if n00bs arn't getting any money they wont buy them. Also the n00jet has a purpose. its just not very useful on most maps. It is a sniper and very few maps actually have good sniping spots.

Back to the topic of teams, a guy using a n00bjet working with someone on there team could be invinsible, he snipes while the other guy defends him from other infantry.

Just out of interest, can the power/range of then00bjet be change server-sided? if so why dont

people just do that then there would be no complaining.

Quote:I hear many people complain about the ramjet rifle power vs. helicopters, and that they are n00b weapons that should damage the helicopters like they do. What these people don't realize is that the ramjet rifle supposedly shoots its projectiles at a mile per second muzzle velocity. Do you think a dinky, poorly armor helicopter is going to like the kinetic energy of a mile per second bullet? No.

I agree but a projectile on the caliber and velocity would just put a hole straight thru a copter.

Quote:Thank you for proving my point that the ramjet isn't overpowered. If it wasn't effective against helicopters, then the game would essentially be an air battle, as no ground vehicles would survive to be useful. Then the game would be pointless

No! the mammoth missiles and mrls missiles are useful, if you hit a copter.

To be honest everything in renegade is over-under powered. A auto-rifle for example should kill any guy in 2-3 shots, a rocket launcher should destroy apcs/light tank/copters in 1-2 shots and the and the pic being what it is should destroy anything in very few shots where as the n00bjet shouldnt be too powerful! But it is ONLY A GAME!!!

Subject: Re: n00bjet-no
Posted by [JohnDoe](#) on Mon, 12 Jun 2006 21:07:17 GMT
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Have you ever play C&C Renegade or do you just post here because of some spastic urge?

Subject: Re: n00bjet-no
Posted by [Titan_HQ](#) on Tue, 13 Jun 2006 06:45:08 GMT
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JohnDoe wrote on Mon, 12 June 2006 22:07Have you ever play C&C Renegade or do you just post here because of some spastic urge?

No, ive never played it before, i just post here on the forums, for no reason without actually knowing what im talking about!!!!

Dont worry its only sarcasm.

Subject: Re: n00bjet-no
Posted by [JohnDoe](#) on Tue, 13 Jun 2006 09:07:16 GMT
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I'm not sure...you think that Mammoth Tanks are good at AA defence, which is very frightening.

Subject: Re: n00bjet-no
Posted by [Lijitsu](#) on Tue, 13 Jun 2006 09:13:08 GMT
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They are, if you can aim for shit. The Tusk missiles are used as Anti-Air and Anti-Infantry, but have a shorter range than the cannon, which is why they're never used. If you can aim for shit, you can peg an Apache a few times and send him home crying or in a body bag. Besides, they make good damage soakers for all the other crap you've got following you.

Subject: Re: n00bjet-no
Posted by [JohnDoe](#) on Tue, 13 Jun 2006 09:53:11 GMT
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Imfao.

Subject: Re: n00bjet-no
Posted by [Aircraftkiller](#) on Tue, 13 Jun 2006 18:07:44 GMT
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LOLZ

Subject: Re: n00bjet-no
Posted by [Sensitive](#) on Tue, 13 Jun 2006 18:43:10 GMT
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HUH! Aircraftsmacker.....thout id never see that name agin.

Subject: Re: n00bjet-no
Posted by [OWA](#) on Tue, 13 Jun 2006 19:38:10 GMT
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Uh oh.....

Subject: Re: n00bjet-no
Posted by [PlastoJoe](#) on Tue, 13 Jun 2006 21:57:44 GMT
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Quote:dicko

Subject: Re: n00bjet-no
Posted by [m1a1_abrams](#) on Thu, 15 Jun 2006 12:18:00 GMT
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Tusk Missiles have a small window to do good damage to choppers, while they're still approaching you from the front and if they are flying somewhat low. You can get maybe 2 hits in with the missiles and damage them enough to force a retreat, but you won't be able to kill them unless the pilot is really bad (hovering in mid-air, not moving at all, etc). You will need some other people around to finish the job, or the chopper will fly over the top of you where you can't hit them at all.

Also, Tusk Missiles can't even reach aircraft flying at close to maximum height. Of course, good pilots rarely fly that high unless the Hand/Barracks is destroyed, so this isn't as big an issue as it might seem. Realistically though, you won't be able to kill a skilled helicopter pilot with a Mammoth Tank, in a one-on-one situation. The Mammoth can defend itself a little better than most ground vehicles (better than a Med, worse than a Light), but it's by no means a good form of air defense.

Subject: Re: n00bjet-no
Posted by [JohnDoe](#) on Thu, 15 Jun 2006 12:36:45 GMT
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Imao...the Mammoth is the 3rd most horrible AA vehicle in the game (only chinook and artillery are worse)...and if you want to shoot aircraft, you definitely won't be using the tusks.

Subject: Re: n00bjet-no
Posted by [m1a1_abrams](#) on Thu, 15 Jun 2006 13:48:18 GMT
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Why not? As long as you know the range of the missiles, it's easier to hit aircraft with them and they do more damage.

You can't expect to kill an aircraft on your own with a Mammoth Tank, like I said, but that stands for all ground vehicles under normal circumstances. The only vehicles that I would consider to be better than the Mammoth at damaging aircraft would be Light Tanks and APCs. Medium Tanks

are in much the same situation as a Mammoth vs aircraft, but they don't have the homing missiles for closer ranges. MRLS have an enormous blind spot around the back and sides. Buggies/Humvees die too fast to be a serious threat. Stealth Tanks also die very quickly to aircraft, plus their missiles don't home as well as Tusks. The Artillery turret tracks too slowly. Flame Tanks aren't worth mentioning vs aircraft.

All of the aforementioned vehicles are not as good as Mammoths vs aircraft, in my opinion. That doesn't make Mammoths good at anti-air, but you're really exaggerating their uselessness in that area.

Subject: Re: n00bjet-no
Posted by [JohnDoe](#) on Thu, 15 Jun 2006 14:37:59 GMT
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m1a1_abrams wrote on Thu, 15 June 2006 08:48Why not? As long as you know the range of the missiles, it's easier to hit aircraft with them and they do more damage.

You can't expect to kill an aircraft on your own with a Mammoth Tank, like I said, but that stands for all ground vehicles under normal circumstances. The only vehicles that I would consider to be better than the Mammoth at damaging aircraft would be Light Tanks and APCs. Medium Tanks are in much the same situation as a Mammoth vs aircraft, but they don't have the homing missiles for closer ranges. MRLS have an enormous blind spot around the back and sides. Buggies/Humvees die too fast to be a serious threat. Stealth Tanks also die very quickly to aircraft, plus their missiles don't home as well as Tusks. The Artillery turret tracks too slowly. Flame Tanks aren't worth mentioning vs aircraft.

All of the aforementioned vehicles are not as good as Mammoths vs aircraft, in my opinion. That doesn't make Mammoths good at anti-air, but you're really exaggerating their uselessness in that area.

Geez...now I really have to write a longer reply to this nonsense.

When was the last time you used the tusks against aircraft? They fly in a completely different style than in Renalert...it's practically impossible to hit any aircraft that's not hovering right in front of you at ground level. You're 10 times better off using the shells.

Light Tanks, APC's...those will probably be the 2 best units, that's true.

Stealth Tanks missiles don't home as well as tusks? Are you kidding me? Mammoth Tusks hardly home at all. Stanks are pretty kickass at bringing down aircraft...one hit (which isn't that hard given the Stank's range combined with the rocket's tracking abilities) followed by 3 or 4 sniper shots from the Sakura inside and the Orca is history (and you've got the element of surprise). They're comparable with the Lights and APCs at AA combat.

A MLRS sitting at the Powerplant on City/fly can do some nice damage to an Apache hitting the Barracks without getting hit...I'm not saying they're good, but they're better than the Mammoth.

Buggies/Humvees may die fast, but they're quite good at hitting them, therefore can take care of Chinooks...something the Mammoth can't.

Med Tanks have the same problem as the Mammoth with their turret not aiming up high enough, BUT they're faster and therefore can use that to land shots at aircraft especially underneath the bridge. Apart from that, aiming with 1 barrel is more accurate.

Flame Tanks shouldn't be underestimated. Their range isn't bad at all, their turret can aim very high and their damage to aircraft is insane. For exemple, if a Flametank rushes your PP and he's standing at the entrance waiting for you to kill him with your Orca so he can run inside and remote it, there's not much you can do to stop him from entering the building. With any other unit you could just fly near him and then try to run him over or kill him from close range after he blows up. Aircraft need to keep their range, something they don't have to do against Mammoths.

Artilleries tie with the Mammoth...if they had serious armor, they would be rather good considering how high their turret can aim and the damage it does.

Bottom line is: The Mammoth can't do anything against Aircraft hovering on top of him, he can't outmanouver them at all and he is the most ineffective unit at hitting them over range.

Renegade lesson is over...if you doubt any of this we can try it out, I bet I can damage your Orca/Apache more with any of the units I've mentioned here than you can damage my Apache with a Mammoth.

Subject: Re: n00bjet-no
Posted by [MexPirate](#) on Thu, 15 Jun 2006 15:15:49 GMT
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Skilled Orca pilot>any vehicle 1v1 - end of.

I agree more with John Doe as to his assesment of the order of usefulness - you may well hit or even kill a n00b pilot using vehicles, but the only things effective against a decent pilot are another copter or a n00bjet.

Any vehicle can be out manouvered using an orca/apache.

Mammoths are COMPLETELY useless against aircraft - I find I kill more n00b pilots with a stank than any other vehicle as mentioned, they have the element of suprise/homing missles and insane damage.

Subject: Re: n00bjet-no
Posted by [m1a1_abrams](#) on Thu, 15 Jun 2006 15:18:01 GMT
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The Tusks home very well at close range. The time to use them is when aircraft are hiding from

snipers by putting themselves between a piece of terrain. They can't always fly higher to make the missiles start missing. At medium to long range you use the cannons. That's what I mean about knowing the range of the Tusk missiles, because there is an effective range as well as a maximum range, after which point they tend to fly off in random directions. The twin cannons are better than the Medium Tank because they have a faster rate of fire, although they don't do as much damage... plus the twin reticle is easy to aim if you use it regularly.

No vehicle can do anything against an aircraft hovering over them. It's only so much more obvious with the Mammoth because you don't have the speed to react to the pilots mistakes, when he's trying to stay directly above.

I use Mammoth Tanks regularly in Renegade and I'm under no illusion that they are good anti-air, but no ground vehicles are. If you kill an aircraft with any vehicle, you got lucky. I still think Mammoths are better anti-air than most vehicles though. Besides what I've already said, the large amount of hitpoints is a great boon vs aircraft, because you can survive long enough for help to arrive, then stick around to shoot them as they retreat.

Also, there's no need to be arrogant because while you're a good player, it's unlikely that you know everything there is to know about Renegade. Perhaps you rarely use Mammoth Tanks because of their more obvious shortcomings, so you haven't practiced enough to use them to their full potential? Rather like an average player won't be able to consistently hit bodyshots and considers tanks to be very weak against infantry.

Subject: Re: n00bjet-no
Posted by [JohnDoe](#) on Thu, 15 Jun 2006 18:40:30 GMT
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Quote:The Tusks home very well at close range. The time to use them is when aircraft are hiding from snipers by putting themselves between a piece of terrain. They can't always fly higher to make the missiles start missing. At medium to long range you use the cannons. That's what I mean about knowing the range of the Tusk missiles, because there is an effective range as well as a maximum range, after which point they tend to fly off in random directions. The twin cannons are better than the Medium Tank because they have a faster rate of fire, although they don't do as much damage... plus the twin reticle is easy to aim if you use it regularly.

No they don't...that's just completely untrue. Since you refuse to trust my words I've made a couple of screenshots:

If you'll keep up using rockets against Aircraft after looking at those, then all hope is lost. BTW: Mammoth Tusks don't fly off in random directions, they simply explode.

There's not a chance in hell that the twin cannons are better than a Medium Tank...although you can learn how to aim with the twin reticle, it will never be as accurate as the single reticle. Add the manouverability and it's quite clear which tank stands more of a chance.

Quote:No vehicle can do anything against an aircraft hovering over them. It's only so much more obvious with the Mammoth because you don't have the speed to react to the pilots mistakes, when he's trying to stay directly above.

That's true, but like you've said the Mammoth Tank is by far the most affected, thus deeming him almost useless against aircraft.

Quote:I use Mammoth Tanks regularly in Renegade and I'm under no illusion that they are good anti-air, but no ground vehicles are. If you kill an aircraft with any vehicle, you got lucky. I still think Mammoths are better anti-air than most vehicles though. Besides what I've already said, the large amount of hitpoints is a great boon vs aircraft, because you can survive long enough for help to arrive, then stick around to shoot them as they retreat.

What makes you think so? They're the slowest and have a bad turret restriction...their heavy armor will just result in the enemy gaining massive points. It's not like they'll score a hit over time...their destruction is just delayed.

Quote:Also, there's no need to be arrogant because while you're a good player, it's unlikely that you know everything there is to know about Renegade. Perhaps you rarely use Mammoth Tanks because of their more obvious shortcomings, so you haven't practiced enough to use them to their full potential? Rather like an average player won't be able to consistently hit bodyshots and considers tanks to be very weak against infantry.

The only things I don't know involve the server side mods...with pure Renegade I'm pretty sure that I've come across everything while being in the top clans over the last 3 years...I only use Mammoths when either the base defence is down or after a vital building got destroyed on a rushmap. They're completely useless on flying maps and that's a fact.

Subject: Re: n00bjet-no

Posted by [m1a1_abrams](#) on Thu, 15 Jun 2006 20:23:19 GMT

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I tried to type out a reply, but the forum lost it.

Anyway, let's agree to disagree since we seem to have different experiences over this. It's also kinda funny that we are agreeing that all vehicles are shit vs aircraft, but arguing over their order of shittiness. I don't know why I started arguing in the first place... I must have been in one of those moods.

Edit: oh now I remember why. You were being a prick. Haha.

Subject: Re: n00bjet-no

Posted by [MexPirate](#) on Thu, 15 Jun 2006 20:50:14 GMT

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Quote:we are agreeing that all vehicles are shit vs aircraft, but arguing over their order of shittiness.

lol

John, your renegade looks nasty man - do you have a really shit PC or something? turn that detail up a bit.

Anyone think that this thread should probably have ended a while ago?

Subject: Re: n00bjet-no
Posted by [JohnDoe](#) on Thu, 15 Jun 2006 21:06:49 GMT
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m1a1_abrams wrote on Thu, 15 June 2006 20:23I tried to type out a reply, but the forum lost it.

Anyway, let's agree to disagree since we seem to have different experiences over this. It's also kinda funny that we are agreeing that all vehicles are shit vs aircraft, but arguing over their order of shittiness. I don't know why I started arguing in the first place... I must have been in one of those moods.

Edit: oh now I remember why. You were being a prick. Haha.

We were arguing the usefulness of the Mammoth's tusks, something that isn't really debatable after I posted those screenshots.

Pirate, do you want my computer to explode? Today, my Renegade started freezing the way yours used to again...I guess I'll have to back up all of my shit and format for a change.

Subject: Re: n00bjet-no
Posted by [MexPirate](#) on Thu, 15 Jun 2006 21:59:30 GMT
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damn that sucks man, I was going crazy when it was doing that to me - not really sure what sorted it in the end - a format is always a good idea if you havn't done it for a while though.

Check through that thread, there were a lot of suggestions there, I am sure one of them was the thing that fixed it for me.

tbh, I didn't really get what the ss's were supposed to prove, its a picture of a mammy firing at a

wall?

Subject: Re: n00bjet-no
Posted by [JohnDoe](#) on Thu, 15 Jun 2006 22:29:56 GMT
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To show how high how you can fire with shells compared to rockets.

I tried most of the suggestions...it spontaneously stopped last week for a couple of days and now it's messed up again.

I have never formatted before.

Subject: Re: n00bjet-no
Posted by [mrpirate](#) on Thu, 15 Jun 2006 23:18:23 GMT
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You've never formatted? You're a newb.

Subject: Re: n00bjet-no
Posted by [mision08](#) on Fri, 16 Jun 2006 00:11:47 GMT
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[BBFPirate wrote on Thu, 15 June 2006 16:59]damn that sucks man, I was going crazy when it was doing that to me - not really sure what sorted it in the end - a format is always a good idea if you havn't done it for a while though.

hehe, I agree. Reformat that bitch slax0r, I mean 1337 hax0r. Make sure you get sp2 off your HDD, and download the newest version from Microsoft. I hear that ms06-004 and ms06-005 cause that issue, so don't install them.

And don't forget this gem from 3 dead trolls in a baggie. Makes you cringe, don't it

Subject: Re: n00bjet-no
Posted by [Sniper_De7](#) on Fri, 16 Jun 2006 00:39:05 GMT
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Make sure to close all browsers before playing, for some odd reason i get bad FPS just having one IE window open..

Subject: Re: n00bjet-no

Posted by [mision08](#) on Fri, 16 Jun 2006 01:46:32 GMT

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Don't use 9.0 it's buggy, 8.54 I think is the one to get

Stop using IE, try this for one week and you will never go back to IE. I would not hesitate to pay for Opera, but it's FREE.

Be sure to try ctrl+backspace to navigate domains, ctrl+B for keyboard HK.

Highlight text, then choose Voice, install the TTS plug-in and your life will never be the same.

Subject: Re: n00bjet-no

Posted by [Aircraftkiller](#) on Fri, 16 Jun 2006 05:22:10 GMT

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haha, you may be dumb as hell but you've got a great choice of internet browsing software. go you. no sarcasm here, no siree.

Subject: Re: n00bjet-no

Posted by [MexPirate](#) on Fri, 16 Jun 2006 08:28:32 GMT

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Well isn't this nice, seeing everyone getting along, lol.

Come on mrpirate - I know you have SOMETHING nice to say.

Subject: Re: n00bjet-no

Posted by [OWA](#) on Fri, 16 Jun 2006 10:16:13 GMT

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I will probably look into getting Opera or Firefox once i get my new HD. 12gb atm. It SuXoRz.

Strange, I dont get lag on renegade much anymore... probably because the only program I have open is msn messenger. lolz

Subject: Re: n00bjet-no

Posted by [JohnDoe](#) on Fri, 16 Jun 2006 10:27:38 GMT

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I don't have any browser window open...closing every program and superfluous process doesn't help either. I downgraded to DirectX 8.1, cleaned all my drivers and reinstalled them, ran defrag several times, ad-aware, virusscan, etc...I just think my windows is screwed up or something.

I've never formatted because I don't have a CD or DVD burner.

Subject: Re: n00bjet-no
Posted by [mrpirate](#) on Fri, 16 Jun 2006 11:58:06 GMT
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Perhaps your drivers are optimized for DirectX 9. Maybe Renegade just doesn't like Germans.
Hard to say.

Subject: Re: n00bjet-no
Posted by [JohnDoe](#) on Fri, 16 Jun 2006 12:00:19 GMT
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Uhm I downgraded to 8.1 because it froze in 9...so I'm guessing the latter is true.

Subject: Re: n00bjet-no
Posted by [mrpirate](#) on Fri, 16 Jun 2006 21:56:10 GMT
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You should steal zetti's computer while he's busy fucking Grif.

Subject: Re: n00bjet-no
Posted by [OWA](#) on Fri, 16 Jun 2006 22:51:26 GMT
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Or ask Father Christmas for a new one.

Subject: Re: n00bjet-no
Posted by [JohnDoe](#) on Sat, 17 Jun 2006 00:06:52 GMT
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I could think of better things to wish for...

Subject: Re: n00bjet-no
Posted by [jnz](#) on Wed, 19 Jul 2006 18:10:03 GMT
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Sniper_De7 wrote on Tue, 18 April 2006 02:26It has unlimited range

BUMP it DOES not have unlimited range. poeple seem to think that but it doesn't

Subject: Re: n00bjet-no
Posted by [Kamuix](#) on Wed, 19 Jul 2006 20:12:00 GMT
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It has a 300m range, Which can shoot across almost any standard Ren map...

Subject: Re: n00bjet-no
Posted by [Sniper_De7](#) on Wed, 19 Jul 2006 22:44:24 GMT
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Yeah I was talking about the good standard ones, besides, you can't even see clearly in scope as far as it shoots. It's not like it makes much of a difference. Does the MRL and Arty only outrage it? Not exactly much of a difference then, since nothing else would be able to reach the sniper...

Subject: Re: n00bjet-no
Posted by [Berkut](#) on Thu, 20 Jul 2006 04:08:36 GMT
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I tried them out in several different instances and my conclusion is...

Black Hand snipers are my fav. I can't say the same for Deadeye, though. I die more often when I use him. Must be those fruity clothes (Oh, Parker and Obata used to wear them? I better be careful).

I'll use Havoc only when I'm bored and we have the enemy on the ropes. He's just too noticeable otherwise (yeah, I'm a camper-sniper). I prefer Sakura over Havoc because they're not as noticeable on most maps.

Overall, it depended on the map, and the overall team's behavior.

GDI on Walls Flying being aggressive: Havoc pwned.
Nod on Volcano being defensive: Sakura kicked butt.
Nod on Complex being aggressive: BH Sniper was awesome.

Just experiment. Saying that one rifle is better than the other (in this game, anyway), is a bit ambiguous. Sniping isn't everything, either. I've killed more people with proxies on some maps than I have with a rifle.

Subject: Re: n00bjet-no
Posted by [Dover](#) on Thu, 20 Jul 2006 15:43:32 GMT
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That's crap, berkut. No matter what kind of outfit you're in, people will notice you, unless you're facing a bunch of dickos.

The ramjet is superior to the regular sniper in all but three places:

- The ramjet has that annoying blue streak that gives you away.
- The regular sniper reloads slightly faster (Although it takes slightly longer between shots)
- Price (Duh)

So unless you're some place sneaky (Behind the crates in the Nod base on C&C_Canyon), or really short on cash, the ramjet pwnz the regular rifle. Especially on any map with flying vechs, or if the enemy tries an MRLS rush or something...

The ramjet is better, that's why it costs twice as much. I don't think there's any debate about that, but is it cheap or not? As in, is it TOO good?

Subject: Re: n00bjet-no

Posted by [mrpirate](#) on Thu, 20 Jul 2006 18:17:34 GMT

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I find it easier to get headshots with a 500-credit sniper, for some reason.

Subject: Re: n00bjet-no

Posted by [Dover](#) on Thu, 20 Jul 2006 18:21:29 GMT

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It's all in your head.

Subject: Re: n00bjet-no

Posted by [mision08](#) on Thu, 20 Jul 2006 21:20:55 GMT

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Dover wrote on Thu, 20 July 2006 10:43 That's crap, berkut. No matter what kind of outfit you're in, people will notice you, unless you're facing a bunch of dickos.

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The ramjet is better, that's why it costs twice as much. I don't think there's any debate about that, but is it cheap or not? As in, is it TOO good?

You forgot that there is no bighead for nods \$5 sniper. So if your opponent is cheating in such a

way, you will not be affected.

Subject: Re: n00bjet-no
Posted by [mrpirate](#) on Thu, 20 Jul 2006 21:59:20 GMT
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Dover wrote on Thu, 20 July 2006 14:21It's all in your head.

Well yes, it is; Renegade is 75% mental. Correct me if I'm wrong, but I feel like the timing is a bit different for the sniper rifle versus the Ramjet, which probably explains the difference.

Subject: Re: n00bjet-no
Posted by [Dover](#) on Fri, 21 Jul 2006 05:04:01 GMT
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Maybe, but the 500 sniper doesn't give easier headshots. Maybe the timing is just better suited for you, or you're more used to it, or you've been getting slightly luckier with it the entire time.

Numberwise, it's inferior to the nubjet. There can't be any debate about that.

Subject: Re: n00bjet-no
Posted by [TORN](#) on Fri, 21 Jul 2006 17:43:08 GMT
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here read this,its a server side adjustment on the jelly-server.Jelly got fed up with noob-jets owning light armored vehicles. Maybe more servers can follow this and make the snipers snipe infantry like theyre made for. Pics and raves are anti-tank infantry not a noob-jet

<http://www.jelly-server.com/nuke/modules.php?name=FUDForums& amp; amp;file=index&t=msg&th=427&start=45&S=f2929 f4579bfff3a8bf7f6db8318db0>

Subject: Re: n00bjet-no
Posted by [IronWarrior](#) on Fri, 21 Jul 2006 23:05:41 GMT
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An moden day Sniper rifle can really fuck up a light armoured vehicle.. so I see nothing wrong with an Ramjet being able to kill humvees, etc.

Subject: Re: n00bjet-no

Posted by [Sniper_De7](#) on Fri, 21 Jul 2006 23:44:19 GMT

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Because renegade is not based on realism. If it was, it would take a lot fewer shots to kill things. A lot.

Subject: Re: n00bjet-no

Posted by [PlastoJoe](#) on Sat, 22 Jul 2006 01:47:27 GMT

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Also, that means the regular sniper rifle should be more powerful in the game than it is.

Subject: Re: n00bjet-no

Posted by [F15pilotXP](#) on Tue, 25 Jul 2006 02:42:22 GMT

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Berkut wrote on Wed, 19 July 2006 21:08I tried them out in several different instances and my conclusion is...

Black Hand snipers are my fav. I can't say the same for Deadeye, though. I die more often when I use him. Must be those fruity clothes (Oh, Parker and Obata used to wear them? I better be careful).

I'll use Havoc only when I'm bored and we have the enemy on the ropes. He's just too noticeable otherwise (yeah, I'm a camper-sniper). I prefer Sakura over Havoc because they're not as noticeable on most maps.

Overall, it depended on the map, and the overall team's behavior.

GDI on Walls Flying being aggressive: Havoc pwned.

Nod on Volcano being defensive: Sakura kicked butt.

Nod on Complex being aggressive: BH Sniper was awesome.

Just experiment. Saying that one rifle is better than the other (in this game, anyway), is a bit ambiguous. Sniping isn't everything, either. I've killed more people with proxies on some maps than I have with a rifle. NOt in the hands of n00bs, lol....I was on Under.mix with raveshaw, and capped 2 havocs and 3 deadeyes while supporting stanks and reloading 5 times...LOL

Subject: Re: n00bjet-no

Posted by [Sniper_De7](#) on Tue, 25 Jul 2006 11:36:04 GMT

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LOL. THANK YOU FOR THAT BIT OF KNOWLEDGE YOU HAVE SHARED WITH US.

Subject: Re: n00bjet-no

Posted by [m1a1_abrams](#) on Tue, 25 Jul 2006 14:42:19 GMT

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I reckon the rate of fire is why it seems easier to get headshots with the 500 sniper. When you're aiming for a small, moving target, it's good to be ready to fire just that bit quicker... otherwise the head has already moved out of your reticle and you have to retrain your shot. If you're going for headshots, the rate of fire between reloads is more important than the reload time (Ramjet has faster reload). Most of us don't hit with every round, so it's good to fire several fast shots and have more chance of hitting.

Subject: Re: n00bjet-no

Posted by [JohnDoe](#) on Wed, 26 Jul 2006 10:57:07 GMT

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I get more headshots with the Ramjet for some reason...but I'm still better than that silly pirate with the 500.

Subject: Re: n00bjet-no

Posted by [mrpirate](#) on Wed, 26 Jul 2006 22:37:11 GMT

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lol u sux fag

Subject: Re: n00bjet-no

Posted by [MexPirate](#) on Thu, 27 Jul 2006 07:59:11 GMT

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Quite often you can shoot at someone with a 500 sniper and they won't notice, sometimes even if you hit them in the body they will still be oblivious - how many times have you fired a ramjet near someone and they have just carried on and not notice the blue line tracing all the way back to you.

If your target doesn't know you are there they will most likely be running around and jumping a lot less and it will be MUCH easier to split his skull.

Does this not make sense to anyone else?

Subject: Re: n00bjet-no

Posted by [JohnDoe](#) on Thu, 27 Jul 2006 08:02:28 GMT

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mrpirate wrote on Wed, 26 July 2006 17:37lol u sux fag

stfu dicko

Subject: Re: n00bjet-no

Posted by [Dover](#) on Fri, 28 Jul 2006 06:08:18 GMT

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[BBFPirate wrote on Thu, 27 July 2006 00:59]Quite often you can shoot at someone with a 500 sniper and they won't notice, sometimes even if you hit them in the body they will still be oblivious - how many times have you fired a ramjet near someone and they have just carried on and not notice the blue line tracing all the way back to you.

If your target doesn't know you are there they will most likely be running around and jumping a lot less and it will be MUCH easier to split his skull.

Does this not make sense to anyone else?

In most common sniper situations (Bridge on C&C_City_Flying, tunnels on all maps), your enemy is never obvilious because snipers are common in these areas.

Anyways, people who jump are only marginally harder to hit. It fucks them up a lot more than it fucks you up because they can't aim then.

Subject: Re: n00bjet-no

Posted by [Feetseek](#) on Sat, 29 Jul 2006 07:10:21 GMT

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In some maps, where's there only maybe 1 or 2 sniper points, I'd say using ramjets would be better, since you're either at one place or another.

When playing large maps with many places to hide, then its better to use the 500 sniper so you have sometime before they spot you... unless you're horribly bad at being stealthy
