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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.

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