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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.

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

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

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