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Subject: Re: n00bjet-no

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

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Sniper\_De7 wrote on Wed, 19 April 2006 22:48Uh 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?

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?

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