
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.
