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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?

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