
Subject: Fix the damn gun

Posted by [Jecht](#) on Wed, 08 Dec 2004 03:45:55 GMT

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ya know wut, n00bjets are somewhat balanced, if you kill them with a hs its 90+ points (dont remember EXACTLY) thats hella points to me, so the balance here should be the want to kill them, I always go for 1000 as a 500 for the points, plain and simple. If you took out n00bjets tho, you would see how much the game would be unbalanced one way or the other. for instance, you are Nod on field, and say cowmisfit is on GDI (hes a good sniper, thats y i use him) cow is in the tunnels with 4 other 500 snipers(the same as him) and is pwnin the crap out of you. now you are enclosed through the front with 3 meds, an APC, and a MRL in back of them pounding your HON. What do you do? i'll tell you, pretty much nothing. If the MRL wasnt there you might be able to repair and take out the tanks at the same time but with that kind of firepower and no long range weapon to destroy it, your raped in the ass....Say goodbye to the Hand of Nod, and now you have almost nothing, so now the APC goes and with the cover of the meds and the MRL they take out the obby and the snipers in the tunnels are no longer confined. Sry that may be a stretch but it is a situation in which you would need one, and dont tell me an arty rush, or a flame rush cuz that bullshit would get shut down by any decent Med pilots.
