
Subject: Ramjet

Posted by [Sniper_De7](#) on Fri, 08 Apr 2005 20:37:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

Why would you pull the "realism" card? Renegade is not real. Notice the tiberium? NOT REAL. Fact remains lower the 'n00bjet' to be not as good against aircraft and i wouldn't mind, just that you wouldn't stand a chance against my copter considering i can already do well against one and even 2 snipers at a time. People complain about their copters getting shot to shit from the sky when they're too stupid to know how to pilot one.

out of playing renegade for the years that I have... I've learned to *STRATEGICALLY* gain advantages over snipers in many such cases.

1. The fact that you have mobility and a sniper does not makes you capable of getting behind cover (whatever there is, because I'm sure there was some intention of putting objects in certain places)
2. That you can repair faster than a ramjet can kill you. This makes the sniper pretty much either have to aim for your person repairing (if he can hit it) or keep shooting and hope for some back up to help, because if he doesn't the copter can either run away or try and kill the sniper
3. Don't fly around the map way on top, be more cautious and you'll notice a difference in your deaths
- 4.. There are many more tactics you can use to have great advantages over snipers... you just have to be smart. You can't complain about people killing you all the time when it's somewhat your fault to begin with. I rarely ever notice anyone with the brains to know how to pilot copters and not get owned and I always think to myself "why do they even bother?..." You are NOT going to be successful with copters if you go out and don't bother to be careful and smart.

on a side note why did everyone sort of skip where the one guy posted about why do people care so much about getting killed by 'n00bjets' I mean seriously if a guy is a n00b then in all truth and honesty he shouldn't be very hard to kill. and it would be just as even as to just use a 1000 dollar character yourself. They cost 1000 dollars so you act like if he died that's no major difference when in fact it's a big loss. If you go into a game that's on field or something and you get a 1000 and get headshotted then you have no money. There are advantages and disadvantages to both snipers. The 500 can kill in one hit just as well as the 1000 can, at the cost of half the price. Similarly the 1000 only takes 2 body shots to kill someone, at the cost of TWICE the money. So it's more of a gamble on which do you want.

I'm not really either better in one or the other just that I don't complain about a stupid unit that's been out for 3 years and then get all fussy about it. Why do you need to change everything in renegade? I was in a CTF server the other day that the engineers shot ob guns and all you needed to do was aim at the person foot and the splash was so big you could probably have killed 10 people if they were all near eachother. and it begs to ask the question on why do we need to change so many stuff and why we couldn't leave some things alone. I don't know what else to say other than to end this stupid debate and just leave the units alone as they have been and don't rub salt in the wound by changing everything in renegade as your will wants
