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Subject: Re: n00bjet-no

Posted by [JohnDoe](#) on Thu, 25 May 2006 18:08:15 GMT

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Quote:Ok, moving on. To get 2 hits on other characters in 1 on 1 combat you actually need quite some practice. Not everybody just picks up a n00bjet and starts killing people with it. And I think a character that costs 1000 credits should be able to kill free characters pretty easily don't you?

Uhm it's easier than with any other unit? The only unit that is comparably good at killing infantry is the Mobius/Mendoza, but he has extremely limited range.

Quote: How about a raveshaw? Isn't that overpowered too then? I can just as easily "snipe" with a raveshaw seeing that a sniper does not use it's scope in renegade. It does not have the same range and not a big clip but the damage is instant too and is the same to characters as the havoc's. To make up for range and reload times they do insane damage to ALL kinds of vehicles. It seems to me that for the same price you get something similar as the havoc.

OK let's compare:

Damage against Infantry: Ramjet can shoot twice as many shots and can scope...clear winner.

Damage against Light Vehicles: Ramjet clear winner for the same reasons.

Damage against Heavy Vehicles: Railgun wins, but Tanks will do more damage, so it's not a necessary unit. Points-wise, the Ramjet still wins, which is important since most games come down to points, not basekill. I'm call it a slight win for the Railgun.

Range: Ramjet can damage/get points off vehicles over the whole map, where they can't even reach him. Raveshaw has less range than tanks...Ramjet clear winner.

So the Ramjet completely owns the Railgun in 3 out of 4 categories...how can you even compare the two?

Get a clue...n00b.