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Subject: Snipers Waayy to strong

Posted by [Anonymous](#) on Sun, 28 Jul 2002 21:53:00 GMT

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IMO, I think that westwood should find some way of balancing the sniper classes in a new patch. Even in close combat, a Haovc easily takes out mendoza which is supposed to specialize in close combat. They have no weakness in any range, they take out flying units extremely easily and on certain maps such as complex, they are nearly undefeatable with infantry. I was playing on a server and the level was C&C under. We were attacking the nod base and the obelisk was destroyed. In a few minutes i racked up about 20 kills, even those in close combat. Through the tunnels, 2 nod infantry came up behind me and started shooting me i turnd and was able to kill them both. The only way i died was when i too a stupid risk of staying there with 1 clip. You see? The only way i died was when i ran out of ammo. Except for the ending, it was like a rambo movie, 1 guy killing 25. I think the ROF should be decreased to allow real close combat units to be able to do their jobs. Or, they could make it so that yo need the scope to fire? Plz tell me what u think.

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