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Subject: Fix the damn gun

Posted by [Jecht](#) on Wed, 08 Dec 2004 15:48:49 GMT

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take my advise here for when you are gaming in renegade: "The best way to beat a sniper is to become one". When you do that, you are on equal ground and at then point can counter. The point of the game is to keep a balanced amount of infantry to vehicles. Infantry support the vehicles so the vehicles can rush. allowing laserchaingunners, Raves, and Mendozas to trounce your rushes every time would suck, cuz if you take away snipers, thats what everyone will be instead, and instead of going out into the open like normal, people would camp with these infantry waiting to point whore on your vehicles. of course a way to counter this is an MRL/arty attack, but then there is no counter to the MRL/arty attack when they are protected by APCs and being repaired by hotties. dont believe me, then set up a mod like the one you describe and you will see how boring the game truely is. There will be lack of skill and little barrier that seperate the 1337s from the Regulars would be quite noticable. I dont know bout you but im not the best person at this game, im far from it but having better snipers than me ingame is wut makes me better at it and makes the game more addictive.

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