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Subject: Re: Patch, Underrated?

Posted by [Sniper\\_De7](#) on Mon, 12 Dec 2005 06:09:29 GMT

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your definition of "by myself" must differ from mine, because you do about a fourth of a stanks health with all of a shotguns ammo. So unless you're talking about c4 (Which, granted, every character has...) You really didn't take him out by yourself.

So as far as saying it's good against light-medium armour(by the way i think it's the same armour as any other tank, but just with lower hp. I don't really know); i really don't think so. Not to mention it would take about 130 shotgun shots to kill one stealth tank. So i shudder to think how many it would take against a light tank.

By the way from what i believe he was just saying that in a real aow game of renegade the patch wouldn't apply because of said reason of "stank rushing your base" and not being able to get enough money to stop it. Aside from that, the most common (i believe) "scare factor" for killing a sniper without one yourself is the gunner. For good reason, as well, since you only need a single headshot or the fact that you need only some few good placed shot at their feet. (which is only relevant in tunnels, but is going to be the case with fighting snipers without being one yourself since the fact they can shoot at the other end of the map where you can't do anything.) not only that but at least the gunner can do some well good damage to a vehicle if you couldn't buy a tank.

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