
Subject: Re: n00bjet-no

Posted by [nukchebi0](#) on Tue, 18 Apr 2006 18:20:31 GMT

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Sniper_De7 wrote on Tue, 18 April 2006 07:41 Unfortunately, the base usually dies 5 minutes after i switch to a sniper. Besides, usually against 5 snipers it's a little hard to do anything, especially if they control the field since they've got so many and they're killing the harv. The reason they CAN keep buying havocs/sakuras is the fact that they get so much points for shooting anything.

The idea of sniping copters has no logical reasoning behind it. How does it make any sense at all, that snipers band together to shoot at vehicles?

edit: and n00bjets stay in base by their ref/powerplant just waiting for tanks to come so they can pointwhore off them in city_Flying as well as walls_fly. Copters can't do fuck all about it since they don't have the range not to mention 3/4 snipers on the wall and you really can't do shit about using a copter since you die in 2 seconds flat.

I have killed three snipers on the wall as Nod on that map (one Havoc, two Deadeyes, by neckshotting the Havoc after bodyshotting neck shotting the Deadeye, and headshotting the other Deadeye. It is easy to kill snipers on the wall. Helicopters are useless in Renegade anyway, except to toy around in.
