
Subject: Re: Sniper Rifle vs. Noobj: The Argument
Posted by [Spoony](#) on Wed, 27 Feb 2008 19:50:08 GMT
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Calx wroteLol. Lets see, its faster
Only marginally, and when you throw in the fact it does half the damage it's hardly much of an plus point.

Calx wroteits unseeable in-midair
Indeed, plus point there, but it pales in comparison to the double damage.

Calx wroteits cheaper
Half the cost, half the damage...

Calx wroteits more silent
...?

Calx wroteand lets face it, the only time anyone SHOULD be sniping is if they can get headshots, thus, making it entirely equal in the damage department.
Since any skilled opponent will be jumping around, making use of cover etc, it's not 'equal in the damage department' at all.

Calx wroteBut wait, yours can hurt armored vehicles
Yes, and this ABSOLUTELY DWARFS every advantage you've claimed... by a long, long way.

Calx wroteand has a faster reload - ROFL.
The massive advantage of the Ramjet's damage is such a huge plus point that I didn't even need to mention the faster reload.

Calx wroteI'll take my Sniper thanks, you can fool around with the Ramjet.
You don't watch me play much, do you? If you did, here's what you'd be saying:
Calx wroteI'll take my Sniper thanks, you can steamroll my base with tanks and win the game
