
Subject: Re: Sniper Rifle vs. Noobj: The Argument
Posted by [kannies](#) on Thu, 28 Feb 2008 09:14:44 GMT

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[quote title=Surth wrote on Wed, 27 February 2008 08:07
the problem is that "REAL sniping" is absolutely worthless, because the enemy will just steamroll you with tanks...[/quote]

Please explain. Personally I would place myself safely away from the tanks, if your team has tanks in the field, they would hopefully be engaging them. If your tanks lose the battle, giving the field away, it's at that point you exit safely and buy something alternative like a hotwire or tank. But if your tanks are holding siege, you can usually help out by taking out the engineers and techs.

One thing I hate when sniping on GDI is arty splash fire because it shakes the screen and usually kills you. Using a Jet, the arty can clearly see who is firing the shots. Using a 500 though does less damage, usually can beat the arty because by the time they figure your location, it's too late for them. A big con is you have to use twice the ammo a jet would.

Obviously Surth your opinion holds weight in a clan war environment where 500's are usually useless. But in public server, I stand by this argument.
