
Subject: Re: Sniper Rifle vs. Noobj: The Argument
Posted by [Chimp](#) on Tue, 04 Mar 2008 23:29:13 GMT

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Sniper_De7 wrote on Tue, 04 March 2008 16:35
08:05
Sniper_De7 wrote on Mon, 03 March 2008 21:33
What's with this "sneakiness" deal? If you're in field, and you're in an arty, and you don't see snipers any more clearer with a ramjet than a 500, you're probably terrible at being in a vehicle. There's only like 3 areas they'll ever be, depending on how far your team is on the field. If you're barraging the war factory with an art, chances are the only place a sniper will be hitting you will be in its own base, or on the waterfall. It takes .5 seconds to check the waterfall (Which, any good person checks regularly). If you're just coming out of your base, it's going to be the bunkers, waterfall, or other team's base entrance. The biggest difference between using a ramjet and not using a ramjet, is that if it's just an engineer in an arty/MRL, a ramjet can actually do enough damage that the person inside the vehicle could just hop out for a few seconds, repair, and try and kill you. With an engineer against a ramjet, you don't always have that luxury unless you can hide behind something. In general, unless a person repairing a vehicle is pretty dumb, they're not going to be standing still eating a bagel. They're going to move around, and even if a 500 sniper misses, it'll show up on their screen they're being fired at and they can just get inside the tank and look. There's really only ever going to be 2-3 spots EVER where a sniper is going to be. Blue streaks isn't really going to make all the more difference. Ramjets are a clear winner against pretty much anything they're good at killing - Infantry, light armoured vehicles. Though if all you're doing is sniping infantry in the tunnel, then you're probably better off money-wise to buy a 500 snipers. You gain the same amount of points/cash per kill and one shot to the head does it, or one more shot then the ramjet. If you've got all the money in the world, then ramjet's still better. Then again, you aren't being very useful, either.

Nobody ever really cares much about the damage a 500 sniper does against vehicles. It's only been said to nerf the ramjet damage - for good reason, i think, being able to kill light armoured vehicles in less than 2 reloads is a really quick way to get it down - faster than a raveshaw/PIC could do it. Oh, and at infinity range.

Anyways, Hi.

You my good sir, are an idiot.

Lets see: Bushes on field with a 500 or a ramjet. Yeah, I'm going to see the freaking blue streak. Maybe you have super-man-vision, but I don't, and if some little sneaky dead eye or black hand sniper is hiding in ONE OF THE HUNDREDS of dark little corners of various maps, chances are that I'm not going to see him. Lets not forget, that in the heat of battle, when people are taking damage over and over, and their techs are being hurt constantly, they don't know WHAT killed them unless you give them a reason to, IE: a long blue streak coming out of the corner of a map. If you honestly don't see the advantage of a 500, you are a complete douche.

ad hominem much?

For one thing, I know I haven't played renegade in a very good while. One thing I don't remember

is bushes on field. Correct me if I'm wrong when I say that there isn't any? Besides, when you play a game for so long, you see what's *different* in the surroundings. It's not much different in say, counter-strike. You see something you don't normally see, a terrorist skin or whatever else, and you spot it. It's the way your vision works. Thanks to third person view, you can see over hills, around hills and lots of different places. If a sniper is shooting me, 500 or 1000, I'll know where he'd be shooting at me in a matter of seconds. It doesn't take super-eye vision to find out. To me, this just looks like obvious troll is obvious. In order to see where a 1000 sniper is shooting from, you have to be looking at the direction he's shooting. Normally, if I just do a 360 spin, it's all I need to know to find the person. 500 sniper, 1000 sniper, any character. It's not hard.

There are not quote, ONE OF TEH HUNDREDS!!!!!!!!!!!!1111, endquote, of spots on field to hide without being in absolute plain sight. Depending on where your vehicle is, there's only few possible choices where a sniper can be. On *any* map. Anyways, I'm done. Have fun

All you basically have said is that "well, I 'CAN' see a sniper.", not that you WIIL. TBH, I've played plenty of volcano games where I was a humble little soldier wandering my base, and a 500 sniper was somewhere half way across the map or on the outskirts of the tiberium field picking me off, hiding in the shadows, and I had no idea where he was coming from.