
Subject: Re: Sniper Rifle vs. Noobjet: The Argument
Posted by [Dover](#) on Thu, 06 Mar 2008 03:36:38 GMT
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Calx wrote on Wed, 05 March 2008 17:52Spoony wrote on Wed, 05 March 2008 19:26Calx wrote on Wed, 05 March 2008 18:59There isn't a nice way to see you're an egotistical cock either, but hey....If we aren't cutting corners... except I'm not, you're just lashing out.

Calx wrote on Wed, 05 March 2008 18:59I love how people assume that someone sucks at a game without having ever seen them play it. Ftw
no, I assume you suck at the game based on the fact you've been absolutely dead wrong about almost everything you've said on the subject

Calx wrote on Wed, 05 March 2008 18:59I repeat, how many times does an arty:

A. Think to watch the waterfall
in my case? always

Calx wrote on Wed, 05 March 2008 18:59B. Stop attacking the WF and attack the waterfall
in my case? always

Calx wrote on Wed, 05 March 2008 18:59C. Even really give a crap
see A and B

Calx wrote on Wed, 05 March 2008 18:5999% of the time, never.
then you play against people who suck. Anyone decent in an arty would make you realise how totally wrong you are.

Calx wrote on Wed, 05 March 2008 18:59If you attack the arty's tech, attacking you means that have to take the time to find you, which could take 3-10 seconds.
or one second if they have a brain, since there's only two places the sniper can be.

Calx wrote on Wed, 05 March 2008 18:59Next, they have to move their artillery cannon, which is horribly slow, to where you are, lets add a second or so there.
you don't have a clue how to use an arty if you think the cannon spins "horribly slowly"

Calx wrote on Wed, 05 March 2008 18:59They shoot an artillery shell at you. Okay. You might get hurt a little bit, but 80% of the time you aren't going to die, especially with the cover of the fall or bunker. You simply jump down and out, and hide behind the little grassy hill, where they will have to either chase after you or hope to kill you with a bunch of random shells spurted off "near" you.
and once again you demonstrate the fact you've never played against a good arty user, otherwise you'd be saying "they shoot you in the gut and you've wasted the money you spent on the sniper"

Calx wrote on Wed, 05 March 2008 18:59Heres the funniest part. That is all assuming that they actually FIND YOU. I'm not sure how many Field games you've played, but there are plenty of places including the water fall to hide, and I have hardly ever been found.
and once again, the evidence that you've never played against anyone decent is blindingly

apparent.

Calx wrote on Wed, 05 March 2008 18:59 Just accept the fact you are wrong. Its okay to be wrong.

You first chief, considering the staggering number of times you have been wrong.

Lol? All you've basically said here is. "NO U". You've said, Okay. I'll do this. Not how or in what way you'll do this.

Go play the tutorial for awhile until you figure out how to drive an APC.

Spoony, I have to agree here. Mwright is correct here.

And on using Volt Auto Rifles to take down flying vechs.

And on Renegade's projectile system.

And on the Chem Sprayer.

And on </sarcasm>

...Fuck it.

Mwright, learn to identify and respect those who know more about the game in matters like this.
