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Subject: the future of sniping servers

Posted by [flyingfox](#) on Wed, 24 Dec 2003 19:59:31 GMT

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In all the serious games I've played, sniper outfitting would have something like a secondary submachine gun/pistol and a few grenades as well as binoculars/night vision/thermal goggles. Please don't disable pistols. A sniper should have a secondary weapon and it only renders a player useless when his ammo is gone and he finds him/herself under attack.

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