
Subject: What role does a Sniper have, in a world full of Tanks?

Posted by [SuperFlyingEngi](#) on Thu, 01 Jan 2004 02:25:32 GMT

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It's always good to have some snipers in a game, especially so if it's degenerating into an all-tank game like it normally does in field. Once supporting engineers are gone from a tank front [for the uninitiated, snipers do this] then that front can and will crumble against another equal, even slightly inferior, front with supporting engineers. And naturally, they are also quite useful in mostly infantry wars. I say there's not much reason for a 1000 sniper unless you're playing with 30+ people somewhere like City_Flying [skyscrapers by enemy's base] or somewhere else that has a good vantage point. Then, if the enemy loses their barracks/HoN, then a 1000 cred sniper in a hard-to-get spot rips through free infantry in their own base like wildfire. No more messing around with difficult headshots when you can hit someone in the toenail and boink them.
