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Subject: I found aimbot and a little screenshot of it!!!!!!!!!!!!!!

Posted by [forsaken](#) on Tue, 25 Mar 2003 18:33:32 GMT

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Yes, in the big game 52 and up such as afterfive or light speed snipers own the field. I mean no helicopters can survive out of their base with out dieing. If your GDI shooting and you have around 10 snipers who spot stanks and start shooting it, and it gives 22 points for each shot inflicted upon it then that's 220 points per each shot if all of them hit it. There are also many engineers and tanks gaurding base so if your team of snipers can each put once clip into an stank thats 880 points your team gets because of those sniper. Guess what you alert your team those stanks come in they die, and your team is up atleast 880 points. If the opposing team does this over and over without any success who wins (GDI). Not to mention if you have good snipers on your team its easy to get atleast 30 kills a game in afterfive, and if you know what your doing you mainly go after other 1000\$ infantry unless a team member needs help ridding of another infantry. That's the importance of snipers in a 52 player game and up. If you look at the top 10 maybe top 20, just meet them in a game (a big one) and watch how they play they get a sakura havoc right from the start. Though this doesn't work as well in 36 player and below, you must rely on rushing and tanks then.

/wanders off with sniping squadron

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