
Subject: Snipers Waayy to strong
Posted by [Anonymous](#) on Sun, 28 Jul 2002 21:53:00 GMT
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IMO, I think that westwood should find some way of balancing the sniper classes in a new patch. Even in close combat, a Havoc easily takes out mendoza which is supposed to specialize in close combat. They have no weakness in any range, they take out flying units extremely easily and on certain maps such as complex, they are nearly undefeatable with infantry. I was playing on a server and the level was C&C under. We were attacking the nod base and the obelisk was destroyed. In a few minutes i racked up about 20 kills, even those in close combat. Through the tunnels, 2 nod infantry came up behind me and started shooting me i turned and was able to kill them both. The only way i died was when i took a stupid risk of staying there with 1 clip. You see? The only way i died was when i ran out of ammo. Except for the ending, it was like a rambo movie, 1 guy killing 25. I think the ROF should be decreased to allow real close combat units to be able to do their jobs. Or, they could make it so that you need the scope to fire? Plz tell me what u think.

Subject: Snipers Waayy to strong
Posted by [Anonymous](#) on Sun, 28 Jul 2002 22:15:00 GMT
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Depends on the sniper. I have jumped and hopped around and taken out a Havoc and Sakura with just a pistol. In close quarters they can't use the scope, but most are still pretty good with just the normal view. The trick is to nail them good while they are reloading.

Subject: Snipers Waayy to strong
Posted by [Anonymous](#) on Sun, 28 Jul 2002 22:51:00 GMT
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snipers aren't not unfair, i myself have a hard time shooting with the sniper up close {20 fps} the key is to keep them at a medium distance, this way they can use their scope but you are far away enough that you are a small target when not zooming in, try to light them up with an officer, always works for me.

Subject: Snipers Waayy to strong
Posted by [Anonymous](#) on Wed, 31 Jul 2002 08:05:00 GMT
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Just catch em while they're occupied (Zoomed in) Snipers only last about 30 seconds against any unit with a timed c4 on their back!

Subject: Snipers Waayy to strong
Posted by [Anonymous](#) on Wed, 31 Jul 2002 11:49:00 GMT

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And snipers go down fast from a Gunner or LCG BH at those close ranges.

Subject: Snipers Waayy to strong
Posted by [Anonymous](#) on Wed, 31 Jul 2002 14:07:00 GMT

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Snipers are definitely not too strong! When I play one, I can't even get them to bench-press 50 pounds!

Subject: Snipers Waayy to strong
Posted by [Anonymous](#) on Wed, 31 Jul 2002 14:30:00 GMT

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You do realise that basic infantry fall to upgraded snipers(Havoc/Sakura) in one shot no matter where they hit you, right? They can clear that many people out because their shots do 200 damage to infantry class armor. That and their 350 armor/hp doesn't help you in the close quarters battles. I say use pistols and kill em. W00t first post in 4 months.

Subject: Snipers Waayy to strong
Posted by [Anonymous](#) on Wed, 31 Jul 2002 15:29:00 GMT

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I think the snipers are great. If you kill the enemy barracks, then use the Havoc/Sakura cause they can't build anything but anywhere shot kills inf. When I am Nod, all snipers fear be, because THE STEALTH SHALL REIGN!! ALL HAIL STEALTH KINGS! But, you you jump a heckuva lot mayb you wont get headshot. Its easy to headshot even while ppl run, especially when they run right at you. Well, thats my 50 bucks.

Subject: Snipers Waayy to strong
Posted by [Anonymous](#) on Wed, 31 Jul 2002 15:32:00 GMT

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FOR STARTERS, THERE ARE NO FLYING UNITS ON COMPLEX

Subject: Snipers Waayy to strong
Posted by [Anonymous](#) on Wed, 31 Jul 2002 15:47:00 GMT

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He didnt say there were: "They have no weakness in any range, they take out flying units extremly

easily and on certain maps such as complex, they are nearly undefeatable with infantry."They have no weakness in any range, they take out flying units extremely easily' this is all the stuff about aircraft.'and on certain maps such as complex, they are nearly undefeatable with infantry' and see here, all the stuff about inf.

Subject: Snipers Waayy to strong
Posted by [Anonymous](#) on Thu, 01 Aug 2002 01:02:00 GMT
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Someone who flames like that while not reading very well needs to be put in his place. Therefore I think Lazrclawz got the retard part. [August 01, 2002, 01:24: Message edited by: [K4T] Justifier (B&D) NL]

Subject: Snipers Waayy to strong
Posted by [Anonymous](#) on Fri, 02 Aug 2002 00:36:00 GMT
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gezpacho, think about this. The sniper/ramjet rifle is an anti infantry rifle right? Well that means that of course you could kill a mendoza easily with good aim, I mean people, you have to strafe even with mendoza/moby, almost nobody does. . It does not matter what weapon you use. It depends on how you use it and how you move. nuff said

Subject: Snipers Waayy to strong
Posted by [Anonymous](#) on Fri, 02 Aug 2002 19:06:00 GMT
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first, snipers are 500/1000 bucks. they should be strong; their expensive! 2nd, all ya need to do is strafe/jump/crouch evry once in a wile. mobiuses and mendozas thinkj there inviceible so they stond and shot the sniper. well ya no what? the sniper aims at head (ex:) and then the head (ex:) and whole guy is dead. the head shots (ex: -) are extremally powerful. 1 head shot (ex: -) = no more head (ex:) got it? experienced snipers no when to retret, attack and aim for the head (ex:) SO BE QUIET YOU ...p.s. head (ex:) back into base if ya see a sniper!

Subject: Snipers Waayy to strong
Posted by [Anonymous](#) on Fri, 02 Aug 2002 19:53:00 GMT
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Ok it sounds like most of you have not heard about the shotgunner. Yes, its a short ranged gun. But its a one shot kill when you hit um in the head(sneak up on um).

Subject: Snipers Waayy to strong
Posted by [Anonymous](#) on Sat, 03 Aug 2002 00:36:00 GMT
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If it's anti-infantry then why do you destroy aircraft and MobArts or MRLSs with ease?

Subject: Snipers Waayy to strong
Posted by [Anonymous](#) on Sun, 04 Aug 2002 01:45:00 GMT
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He's my favourite anti-sniper unit.

Subject: Snipers Waayy to strong
Posted by [Anonymous](#) on Sun, 04 Aug 2002 07:12:00 GMT
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The lightly armored vehicles are sensitive to any fire, not just the sniper fire, so it makes sense that they can be hit by the snipe rifle. I don't think snipers unbalance the game - simply because the beauty of the game is that one player can't win the whole thing for their team 85\% of the time, even as a sniper. And as lots of people have posted, there's lots of ways to take out even a very good sniper. I've seen lots of awesome snipers, and they never were good to the point of really making things unfair for the other team. IMO, if your team can't pick one of the multitude of ways to kill a sniper (even if it's grabbing a tank and blowing them out of their spot), then they deserve to get sniped

Subject: Snipers Waayy to strong
Posted by [Anonymous](#) on Sun, 04 Aug 2002 07:51:00 GMT
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I think he has a good point! Snipers are too strong. Once you're able to shoot while moving you own. For example on field if there is a good sniper in the tunnels you will suffer the "pain of the thousand deaths" Its all about speed and the sniper is the fastest unit when it comes to killing cause he needs only 1 or 2 shots to eliminate every unit. So it does not matter which unit you use he will kill you always faster cause no weapon deals out so much damage so fast as the ramjet. (Shotgun needs to be very close to deal damage and you don't get that close to a good sniper) And yes you can own the 08/15 snipers with even a pistol but you will never own an elite sniper who hits you with every shot while strafing/jumping no matter what infantry you use (except another Havoc/Sakura if your skill is good enough) They should have made it so that you are only able to shoot while standing still and watching through the scope. No sniper in real life can place headshots at 500 yards while strafing and jumping. As it is now the sniper is the best assault unit in the game for skilled players and that is not the role he should play in this game

Subject: Snipers Waayy to strong
Posted by [Anonymous](#) on Mon, 05 Aug 2002 08:35:00 GMT
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I would say the snipers and for that matter every other unit is balanced -I've taken on snipers with basic units and won against them - i also play a sniper and won with them...(both basic/elite sniper)Example - game i played yesterday - complex - i was a SBH sniper - came across a Deadeye - so we started the dance - i scored a glancing blow on him -- and all of a sudden - pop - i get half health - a Havok came up behind me - so now - 2 snipers against one - i took on the Havoc (being the biggest threat) and waited till he reloaded (prime to hit them) - pop - right in the head -then i swung around and popped the Deadeye in the head - i had about 50 health - but made it back to the base --- to snipe again.All that time - i was doing the dance...But on the City Flying map - i ran up the stairs on the building by the airstrip - to snipe the base - but a flamethrower came up - i wasnt paying attention - pop - he roasted me...if your patient enough and can dance the dance - you can own any unit...IMHO

Subject: Snipers Waayy to strong
Posted by [Anonymous](#) on Tue, 06 Aug 2002 14:56:00 GMT
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StoneRook Dude dragon slayer j/k....
