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Subject: Assissins.....

Posted by [Anonymous](#) on Sat, 01 Feb 2003 11:57:00 GMT

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I am sure you are all aware of the killing power of the shotgun or the sniper rifle. The shotgun, although highly lethal, requires to get to close range to an opponent to use - something any self respecting player would not let you do. The sniper is obviously lethal, but you make yourself an easy target for enemy snipers if the enemy has been shot by you, particularly if you advertise yourself by using the ramjet rifle. Sometimes you need to eliminate well placed and experienced snipers or other infantry. Sometimes it is very difficult. The solution - an assassin. An assassin is a stealth soldier armed with a sniper rifle or shotgun. His job is to sneak up to the enemy sniper or high end soldier and eliminate it. The lethality of either weapon will allow him to do the dirty work without too much risk. He may even choose to prowl the enemy base, eliminating soldiers in the enemy base itself (assuming base defenses are down). Obviously, you need a lot of luck, and some skill to be a successful assassin. You need to find a sniper rifle, or a shotgun lying on the road somewhere while you are a stealth soldier, then you need to return to base and refill. Then you can let the assassinations begin..... I did this twice, once racking up 26 kills for 4 deaths (I never did die as the stealth assassin either time) and the second time 37 kills with 6 deaths. The first were done on Under and the second on Field btw

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Subject: Assissins.....

Posted by [Anonymous](#) on Sat, 01 Feb 2003 13:04:00 GMT

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if your careful (and lucky) enough any soldier can be an assassin. i was playing on walls\_flying on GDI and nod had taken out our barracks. i had gotten sniped while running around in base and, from the place i had gotten sniped at in base, i figured he would be at the top of the ridge. i then got a shotgun trooper and went through the tunnels (luckily not getting spotted by the artillery outside our base.) i then went around and snuck in behind the sniper and killed him with a single head shot. i've done similar on other levels with engineers and c4. you just have to take the long way around, or the route that the sniper wouldn't expect to see you coming from.

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Subject: Assissins.....

Posted by [Anonymous](#) on Sat, 01 Feb 2003 13:19:00 GMT

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Or you could just be very good at dodging and kill the enemy. Anyway, GreySectoid might want to fix your sig. It just says "I'll the the SBH putting c4 on your arse."

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Subject: Assissins.....

Posted by [Anonymous](#) on Sat, 01 Feb 2003 15:07:00 GMT

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I for one, find more pleasure in my assassinations by: 1: C4 on the back or head. 2: Running into

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them (on walls) and pushing them over the edge.3: Peep out of the side of a ledge ; take a shot, and hide for cover. Then when hes hurt bad and runs to base, ambush him

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Subject: Assissins.....

Posted by [Anonymous](#) on Sun, 02 Feb 2003 09:48:00 GMT

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Last night I was on walls flying and we got our airstrip and hon destroyed.....there were 4 havocs on top of the platue.....so I sneak up with a flamer throw a c4 on one guys back walk away a lil....type to him saying 'bye' then proceed to flame each guy in the head.....only one guy lived out of that.....but then I repeated this like 4 more times I must of gotten like 8 havocs and they didn't even see it coming....kinda ironic isn't it.....

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Subject: Assissins.....

Posted by [Anonymous](#) on Mon, 03 Feb 2003 06:15:00 GMT

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Oh yeah, flamers are spectacular at bring down snipers that dont know your there. \*\*\*\* i forgot to mention that (mentally insert the sound of Homer Simpson saying 'DOH'). i dont think its easy to be an assassin with any soldier save the stealth. even if your target does not see you, some one else will. I f you wanna be a non- stealth assasin i would advocate the flamethrower,(or shotgun if your gdi) if you want a free character, or the sniper.rockets are also good sniper killers.

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Subject: Assissins.....

Posted by [Anonymous](#) on Mon, 03 Feb 2003 06:56:00 GMT

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As a full time sniper, I've never had any problems with cloakers at any time. Yes, there have been attempts, but they have never effectively stopped me in my tracks.No, I don't use the Ramjet, I don't waste my credits. When I'm engaged by a cloaker, I listen for noises, shimmers, and those tiny little things that allow you to know if you're being watched.Never stop moving, and you wn't fall victim to a cloaked sniper. Remember, they only have 1 shot to pull off before being seen, and when that happens, you just have a normal sniper with indeed a weaker sniper rifle. I assume you know that the spawned weapons do less damage then their originals?As for the shotgun, it's just a matter of luck for your cloaker to hit the face of the sniper. I never stop moving, so that just adds to the many variables that must be considered. If you get too close, I'll see you, and I'll snipe you. If you're too far away, you won't get the kill as effectively as you think.

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Subject: Assissins.....

Posted by [Anonymous](#) on Sat, 22 Feb 2003 21:08:00 GMT

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For 'el cheapo' low level infantry, go with mr. shotty I'd say. One good shot at close range the noggin takes em down. Our Nod team once won when we have nothing but a refinery on Complex cause they would send all these expensive snipers that when killed gave us 100 points, but when one of us died, 3 points. 33 to 1 kill ratio to break even. I myself managed to slaughter like 3 havocs at once with a shot gunner. Was good stuff

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