
Subject: Point system tweaks (help me out on this)
Posted by [Anonymous](#) on Fri, 12 Apr 2002 20:58:00 GMT

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And the problem is tanks are the biggest threat, yet snipers can't do anything against them (not the heavy armored ones at least). As a Raveshaw I can EASILY snipe people almost, its basically like a superpowered sniper rifle thats great against tanks but you only get a one shot deal (I never usually shoot off more then 1 shot as sniper anyways before I reload) And as mobius your a threat to everything but units at long range. But as a sniper, you are forced to snipe light armored vehicles which you see much less of in later game, and premium infantry which aren't always going to be around. You have to snipe the worthless infantry and waste ammunition and not get any points because they can easily become a threat to you. Its not a fair deal in my opinion, probably why not a lot of people are snipers.
