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Subject: Which sniper do you choose?

Posted by [Anonymous](#) on Fri, 16 Aug 2002 20:27:00 GMT

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Each sniper has distinct advantage/disadvantages. Deadeye/BlackHand: +Can't see the tracer, its there, but set to invisible. +Sprite (GDI) is slightly smaller than Havoc +Less points to nme when killed. +Cost - Slightly longer reload time, (milliseconds) - less Health - Less Damage - No extra Camouflage Havoc/Sakura +More Health +More Damage +More camouflage (GDI) +Slightly less reload time (milliseconds) - Tracer is very visible - Cost - Havoc is slightly larger than deadeye - More points to nme when killed Statistically, they are equal, but that is all a matter of preference, and skill. If you can get one shot kills, and take the deadeye/BH. However, tunnel confrontations are the deadeye/BH killer, that extra 50 health and extra damage from a Havoc/Sakura can be the turning point in any unprovoked close quarter attack. Personally, I do use Havoc/Sakura, but that is when I feel that Deadeye/BH is more useful in "darker" maps, like field, because if you know how to snipe properly, then you can get your head shots, and will constantly be on the move. Either way, both have their ups and downs, and like I said, its a matter of preference.

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