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Subject: Re: What is this game like these days?  
Posted by [Dr. Lithius](#) on Mon, 16 Jan 2006 20:28:28 GMT  
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Aircraftkiller wrote on Mon, 16 January 2006 11:30If you call jumping around with a weapon that has no recoil, and does absurd damage, being a sniper: go play BF2 and find out what it takes to actually be a sniper in a video game.

In Renegade the only difference between you and every other character is that your weapon kills instantly and has a magnification ability, and that you flicker at warp speed due to a client-server bug when you magnify in your scope. So I don't honestly think anyone deserves the name "sniper" in this game, unless your definition of it includes jumping around without any concealment with a huge rifle you'd never be able to fire in that position.

Thaaaaaank you! I was hoping someone would eventually say this. It's actually kind of similar to Halo in that respect.

Then again, I haven't seen much difference in Day of Defeat or Counter-Strike, either. Somehow, some way, people are always able to run-and-gun with the AWP, or even some sub-machine guns, and still hit their mark. >\_>

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