

---

Subject: Re: Snipers?

Posted by =HT=T-Bird on Fri, 10 Feb 2006 02:09:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

cheekay77 wrote on Thu, 09 February 2006 15:39 Kanezor wrote on Thu, 09 February 2006 16:10 I wouldn't miss snipers if they left the game, especially since "sniper wars" usually turn out to be a big jumpfest of retardation where the laggiest and luckiest player gets all the kills.

I see your point. The person with the better computer and connection will usually win the snipe wars. Point well said.

However, there was a reply said earlier about putting the ramjet bullets per clip to 1. I solely agree with this. Make shots count more instead of shooting and hopefully hitting someone.

This is a debate that has sturred up alot of attention and i like the fact that everyone is so open on it and it hasnt turned into a flame war. (which ive noticed, these forums are getting better at controlling)

I dont like the idea of taking out snipers. Because, simply, its a war game. Fantasy war, yes, but still war. You tell me what kind of army doesnt have their sharp shooters?

Its like any infantry. I can pwn most people with a simple engineer with a pistol. But you dont see them coming and talking about eliminating them.

Its all about balance, making their head shots a one kill, i agree with. However, they should scale down the damage to tanks. And the damage to body shots.

As far as I know, their arent "damage regions" (for example: the head being 1 hit KO while as the foot would take like 10 shots) If they introduced something like this, i believe that the balance would be created and the people would stop their bitching.

Actually, the sharpshooter role doesn't disappear entirely when the actual snipers are taken out...it is simply played by different units! (PIC's and Rav's to be exact...which are FAR more flexible then a 500 sniper or even a ramjet in, say, the congested field of Islands)

---