
Subject: Re: Best sniping post?

Posted by [Sniper_De7](#) on Wed, 29 Mar 2006 03:59:06 GMT

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You assumed most of the people don't know about the cave. Most of the people here have played renegade for over a year, and probably on average for two. To say after thousands and thousands of island games that no one noticed this is absurd.

Also, when shooting a pic a big blue laser comes out of the gun, making it pretty impossible not to spot. get an arty to shoot at a small space such as that cave and you're going to get bombarded with splash damage, and if you tried to shoot at it again you risk getting body/headshotted with the art, meaning body shot will let you have 10 HP left....(that is to say the PIC was at full health) or the headshot would instantly kill. Tanks are the bread and butter of what wins games.

On a map say islands, why in god's name would you buy a pic to rush that cave, when if Nod isn't paying any attention to the tunnel, wouldn't you just rush with a hotwire and kill a building. It's like if i told you that you could jump into the palm tree. Well whoopy-do-fucking dah, it really has no real application.

Anyways, the idea that tanks are so much better are in the fact that

1. They are repairable by yourself.
2. They have infinity ammo
3. They have more health/armour.

Now if you want to take a look at the opposite side of the spectrum. You have the Gunner, who, though for it's money it can dish out a nice amount of damage, can do nothing against a teched vehicle. Thus, the only way it can actually kill an intelligent enemy would be to go up to c4 it, or steal it if it's repairing itself. Which isn't easy as it's cracked up to be seeing as how the closer you get to a tank the more it's going to be able to hit you. The same goes for a pic, really, except it has poorer range than the gunner, about the same damage/time, cost more, instant shot. But you still can't kill a teched vehicle with a PIC/Raveshaw. A mobius has poor range and a vehicle can usually outrun it. It also can't kill a teched vehicle sinec the reload time is where armour/life is revitalized. So you're back to c4ing it or trying to steal it.

I know you are new, so these type of things are usually expected. Your other thread (At least i believe it was you) was about the pistol. Though it may be a good weapon the chain gun (officer) does 10 damage per shot and shoots rapidly 100 bullets. Doing 50 points of damage per headshot, means out of 100 bullets being shot, the max you'll need to headshot any character will be 7 I believe, 4 for basic infantry. I've played this game for a long time and I generally know how it works. If you're looking to beat a team, you don't get a PIC or a patch or a tibsytney. You buy a tank, hopefully your team will buy tanks, and normally the team that has the most tanks (Be reasonable, the people in the tanks have to know generally what they're doing - not shooting at a Hand of Nod when there's an arty shooting you.) will generally win.
