
Subject: Re: Sniper Rifle vs. Noobj: The Argument
Posted by [Spoony](#) on Thu, 28 Feb 2008 13:53:12 GMT

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kannies wrote on Thu, 28 February 2008 03:14 One thing I hate when sniping on GDI is arty splash fire because it shakes the screen and usually kills you. Using a Jet, the arty can clearly see who is firing the shots. Using a 500 though does less damage, usually can beat the arty because by the time they figure your location, its too late for them. A big con is u have to use twice the ammo a jet would.

the last sentence is the clincher... since it does half the damage, it's only half the threat to an arty that a ramjet is.

kannies wrote on Thu, 28 February 2008 03:14 Whatever mate, Obviously the team loses if every1 does one thing. What if your teams tanks cant beat the other teams tanks because of reps? The sniper 'could be the key'? May not be the best key, but it works in some situations.

Your interpretation that the team attack and u just go off and snipe is because most people do so to boost their K/D for themselves, purley the player, not the unit.

I explicitly stated using snipers to kill techs (which is for the team), so tbh your comment held the weight of a wet tissue.

This doesn't explain why 500s are better at it than ramjets.
