
Subject: Re: Sniper Rifle vs. Noobjet: The Argument
Posted by [Starbuzz](#) on Wed, 05 Mar 2008 13:40:10 GMT

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What is getting overlooked is that Renegade's reticle targeting system renders any skins, different characters, and "stealth" useless. All you need is to be in your weapon's range of fire and you got your target highlighted with a nice shiny green box. You can't hide that much at all at least in the standard maps. But Deadeye'ing from inside Nod's base in Canyon near the trailer boxes in a 40 player server is exhilarating.

So as kannies said, only on maps with extensive vegetation and natural cover can the whole thing be more tested out. But even on that map, if vehicles are involved (usually arts), then Ramjet is better.
