

I repeat, how many times does an arty:

- A. Think to watch the waterfall
- B. Stop attacking the WF and attack the waterfall
- C. Even really give a crap

99% of the time, never. I can honestly and truly tell you that out of all of the UNRULES, Roni's, Jelly, and TUS games that I've played, I have NEVER been attacked by an arty that was in the process of attacking the WF after killing their tech. Why? For these reasons:

If you attack the arty's tech, attacking you means that have to take the time to find you, which could take 3-10 seconds. Next, they have to move their artillery cannon, which is horribly slow, to where you are, lets add a second or so there. Then, they finally have you in their sights. They shoot an artillery shell at you. Okay. You might get hurt a little bit, but 80% of the time you aren't going to die, especially with the cover of the fall or bunker. You simply jump down and out, and hide behind the little grassy hill, where they will have to either chase after you or hope to kill you with a bunch of random shells spurted off "near" you. All of this time, the WF is being repaired, tanks are being readied, sydney's and havocs are molesting you, and oh-guess what? You have no tech.

Heres the funniest part. That is all assuming that they actually FIND YOU. I'm not sure how many Field games you've played, but there are plenty of places including the water fall to hide, and I have hardly ever been found.

Now, lets go with another scenario. You, Sniper\_De7, are watching the waterfall for my annoying little deadeye, right? As soon as I see your cannon point towards me, I'm going to run back inside. Wait a few seconds, then come back out. So wait, are you telling me you're just gonna keep shelling me till I die? But that means you won't be hitting the WF. Which means...Oh, right, I've done my job. I've kept the arty off the WF's tail. They're gonna constantly shell me, for at LEAST 15 seconds if I know what I'm doing, and then perhaps kill me, and like I said above, this entire time that arty is open for tanks, havocs, sydney's, and anyone with a well-damaging weapon to tear me apart, and get the WF repairers more of a rest.

One last scenario. I get down without you seeing or caring. I go and hide behind the grassy hill where the tree is near the brooke. I then stand up every now and then, pop your tech in the head, and go back down. You will have no idea where I am coming from, but if I can assure you 100000000000%, if I'm using a Ramjet, you're gonna see the blue streak, and if you're going to waste the time shelling me like you said you would, you're gonna kill me. Its as simple as this:

Sniper Rifle. 75% chance to not be seen, worthless for killing light armored vehicles, slays humans.

Ramjet Rifle. 10% chance not to be seen, great for killing both humans and light armored vehicles.

I'll say it once more, we have tanks and sydneyes on the field for a reason: To kill. the fucking. arts and stanks.

But guess what? The art is huge and bulky, the tech can just hide behind it, the tanks can't get to them. So you want someone on the field SPECIFICALLY used for killing techs. Now most good snipers will always get a headshot on a harmless tech. So you tell me, whats better? A sniper rifle thats going to kill them in one shot anyway and will allow you to survive and kill more people? Or one that lets you kill one or two, maybe an art, and then gets you killed.

Just accept the fact you are wrong. Its okay to be wrong. I'm not saying the Ramjet completely sucks. Its unmatched on places like Walls, but please, be somewhat intelligent and see that on a place where your location is not necessarily given away like Field, the Sniper is better. Its just a fact.