Yes that is true the snipers never miss in normal RTS C&C games but as this was made as an FPS and not an RTS then you have to allow for some differences.

The AI is not very intelligent and I'm not sure if there would be a way to solve this ever within the game. I'm sure that there is more that can be done though if some people spent some more time on it. I remember not that long back when someone thought it would be possible to make an AI APC rush full of engineers. I some how doubt that now but you never know. Many people around this community are very very good and I have a lot of faith in them.

Tilly