
Subject: Snipers Vs. Aircraft Balancing

Posted by [Anonymous](#) on Sun, 21 Apr 2002 02:22:00 GMT

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Does anyone else have a problem with the aircraft being useless against snipers? The speed or the aircraft is useless against the Infinite velocity sniper rifles. 5 Hits to kill an attack helicopter... 1 Sniper can easily defeat 10 attack helicopters at the same time.

Subject: Snipers Vs. Aircraft Balancing

Posted by [Anonymous](#) on Sun, 21 Apr 2002 03:08:00 GMT

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Nod===Ask 6 of your teammate and tell them to buy flame tanks, when all of the flame tanks are ready, tell 2 of them to rush by the left side of the map, tell the other 2 to go to the middle and tell the other one to go with you on the right. When they got the message, (maybe do a 3,2,1,go countdown) and BOOM!!! GDI will be like burned chicken .(This tactic require alot of teamwork and it works 95\%)GDI===Get an APC and get 2 engi and 1 sniper to get into the APC. Ask another teammate to buy a HumVee. Ask the HumVee to go in front of you, and move out(remember to tell him to go to the side of the map and when his HumVee gets destroy tell him to get into your APC, and also tell him that he will be a 'defender' for your APC rush). follow the HumVee...and when both of you are near the enemy base the obelisk will blast off the HumVee first followed by you. Then run to the obelisk's MCT and plant C4, the sniper will keep people from defusing the C4...BOOM there goes the obelisk and buy medium tank to finish them off after you die. Note, this tactic also require alot of teamwork and it need you to type fast and the HumVee was just to prevent your APC to get destroyed. Works 95\%.Please rate me if you found this tactics work.Feel free to ask question about those tactic. [April 21, 2002: Message edited by: psychobom] [April 21, 2002: Message edited by: psychobom]

Subject: Snipers Vs. Aircraft Balancing

Posted by [Anonymous](#) on Sun, 21 Apr 2002 03:25:00 GMT

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Snipers are suppose ot kill infiltry..They seriously need to increase the PIC/Railguns range.. right now your better off with mobius. And make it kill in 2 or 3 hits, instead of 5.

Subject: Snipers Vs. Aircraft Balancing

Posted by [Anonymous](#) on Sun, 21 Apr 2002 03:25:00 GMT

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quote:Originally posted by psychobom:The 'first' was fast. Sorry for the wrong spelling. *point to the edit button * and the nod tactic is totally standard, gdi tactic is just weird, why nod take an apc instead of the hummvee

Subject: Snipers Vs. Aircraft Balancing
Posted by [Anonymous](#) on Sun, 21 Apr 2002 03:34:00 GMT
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Many APC rush fail in hourglass map because the apc get destroy easily by the obelisk,so having a HummVee to go infront of you was to decrease the chance of your APC to be destroyed.

Subject: Snipers Vs. Aircraft Balancing
Posted by [Anonymous](#) on Sun, 21 Apr 2002 03:36:00 GMT
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Or just use a medium tank. The get all the way to the Obelisk before they get destroyed if you rush from the side.

Subject: Snipers Vs. Aircraft Balancing
Posted by [Anonymous](#) on Sun, 21 Apr 2002 03:39:00 GMT
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quote:Originally posted by Devon:Or just use a medium tank. The get all the way to the Obelisk before they get destroyed if you rush from the side.The medium tank can only have 2 people in it. And if you are using a medium tank rush, it may not work well cause there can be many engi repairing the obelisk.

Subject: Snipers Vs. Aircraft Balancing
Posted by [Anonymous](#) on Sun, 21 Apr 2002 03:45:00 GMT
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Well no, because usually its easy to spot a sniper, fly towards him and shoot him with your machne gun.Easy.

Subject: Snipers Vs. Aircraft Balancing
Posted by [Anonymous](#) on Sun, 21 Apr 2002 05:34:00 GMT
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Personally I am more afriad of Personal Ion Cannon Beams and Rail gun It take one to kill you can't get away if they hit you snipers have to reload after 4 shots so you got a bit of fly away time

Subject: Snipers Vs. Aircraft Balancing
Posted by [Anonymous](#) on Sun, 21 Apr 2002 09:19:00 GMT
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If the sniper is in an open field, bye bye sniper. But if he has lots of hiding places, such as cave networks or the openings in the buildings in City, the a/c probally won't be able to hit em unless the sniper gets careless.

Subject: Snipers Vs. Aircraft Balancing

Posted by [Anonymous](#) on Sun, 21 Apr 2002 09:23:00 GMT

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If you remember from the old C&C game, you can use multiple APC rush . They can all hit different buildings, so the defenders couldn't save every building. But maybe multiple humvee rush could be better, as if they failed, they would get 2-3 Humvees to use on you instead of 2-3 APCs.

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Posted by [Anonymous](#) on Sun, 21 Apr 2002 09:25:00 GMT

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Also, if the sniper even gets hit while hidden, he can just duck back into the building for health, and then duck back out and start shooting again...

Subject: Snipers Vs. Aircraft Balancing

Posted by [Anonymous](#) on Sun, 21 Apr 2002 09:27:00 GMT

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i know a really easy way to balance the sniper rifle, taht makes it useless against vehicles or choppers but perfect against infantry, make it only have 1 shot per clip, so 1 shot, reload and so on and then none wuld shooting tanks and such because they have to reload all the time and wuld take 5 reloads to kill a chopper instead of 1. but infantry are 1 shot = 1 kill so therfore it wuldn't matter against infantry.

Subject: Snipers Vs. Aircraft Balancing

Posted by [Anonymous](#) on Sun, 21 Apr 2002 10:43:00 GMT

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Basically you people want aircraft to be invincible. Nice thinking, snipers are the only easy way to counter aircraft, everything else loses vs them, tanks, other infantry, raveslaw/sydneys with no range, minigunners doing barely enough damage and hard to hit them when they are flying around. If snipers were made less effective against aircraft there would be no natural counter to them, and snipers would be near useless again.

Subject: Snipers Vs. Aircraft Balancing

Posted by [Anonymous](#) on Sun, 21 Apr 2002 10:54:00 GMT

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In real life you have to reload every 6 rounds with a tactical rifle. and with what havoc has (close to the 50 caliber) it is a reload every shot. I dont think i have seen to many 50 cal with a clip. Most are bolt action and only can fire 1 massive bullet at a time. if there were more specs on the guns i could tell you more but i can just relate it to what i know and what it looks like. The 50 cal though is an armour piercing round as well as a sniper rifle. they are used to rip lots of things to shreds especially helicopters and jeeps.

Subject: Snipers Vs. Aircraft Balancing

Posted by [Anonymous](#) on Sun, 21 Apr 2002 11:00:00 GMT

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I found that the basic soldier works well against choppers. You side only lose 1 point to the chopper but even if you did not shot it down you will get at least 10 points. Once in a game I even shot down an Apache by myself using an Automatic rifle. I do not know why people always come close and use machine gun to shoot at you while in chopper. The targeting box range is very short for chopper and Soldier Chain gun LCG BH stealth Snipers are good.

Subject: Snipers Vs. Aircraft Balancing

Posted by [Anonymous](#) on Sun, 21 Apr 2002 11:03:00 GMT

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quote: In real life you have to reload every 6 rounds with a tactical rifle. and with what havoc has (close to the 50 caliber) it is a reload every shot. I dont think i have seen to many 50 cal with a clip. Both the PSG-90 (not the same as PSG-1) and the Barrett M82A1 (as well as other Barrett rifles) are .50 cal rifles with clips. I'm unsure exactly how many bullets there are in a clip, but I do think the Barrett has an optional extended clip with 20 rounds in it.[April 21, 2002: Message edited by: Devon]

Subject: Snipers Vs. Aircraft Balancing

Posted by [Anonymous](#) on Sun, 21 Apr 2002 13:16:00 GMT

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Its quite simple really they are balanced. Orcas fly in the air, 1000\$ snipers shoot orcas out the air, 500\$ shoot snipers, 500\$ snipers cant shoot apaches down, apaches kill 500\$ snipers, new 1000\$ snipers kill apaches, and so on and so on. Aw the circle of (killing) life.

Subject: Snipers Vs. Aircraft Balancing

Posted by [Anonymous](#) on Sun, 21 Apr 2002 13:55:00 GMT

quote:Originally posted by swatcmndr:In real life you have to reload every 6 rounds with a tactical rifle. and with what havoc has (close to the 50 caliber) it is a reload every shot. I dont think i have seen to many 50 cal with a clip. Most are bolt action and only can fire 1 massive bullet at a time. if there were more specs on the guns i could tell you more but i can just relate it to what i know and what it looks like. The 50 cal though is an armour piercing round as well as a sniper rifle. they are used to rip lots of things to shreds especially helicopters and jeeps.Like he said, the SP Ramjet is a pretty realistic weapon, in it's use, it can take on light armor, choppers and infantry. Just like a .50 so I don't see the problem.MP Ramjet has a clip and that's is something I wouldn't mind seeing changed. But the damage it does should remain the same.Have you seen the bullet that goes into a .50 those things are scary. I had seen pics of the rifles, but when I saw the bullet, my jaw dropped to the floor. Wish I was an american.

Subject: Snipers Vs. Aircraft Balancing
Posted by [Anonymous](#) on Sun, 21 Apr 2002 14:16:00 GMT
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everything is balanced at the moment. if you change the sniper rifle, then choppers are basically invincible.

Subject: Snipers Vs. Aircraft Balancing
Posted by [Anonymous](#) on Sun, 21 Apr 2002 18:35:00 GMT
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Nice Tactics

Subject: Snipers Vs. Aircraft Balancing
Posted by [Anonymous](#) on Mon, 22 Apr 2002 03:09:00 GMT
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quote: The PSG-1 is more of a SWAT-type rifle - it doesn't respond to battlefield conditions well. Think of the Barrett Model 82A as (H3ll, might as well go with WWF 4nalogies) The Big Show, while the PSG-1 is more of a Rock. Agreed. Note though that I was referring to PSG-90, not PSG-1. PSG-1 has a weaker caliber - I seem to remember that it's 5.56 Nato rounds, while the PSG-90 has .50 cal rounds.

Subject: Snipers Vs. Aircraft Balancing
Posted by [Anonymous](#) on Mon, 22 Apr 2002 03:53:00 GMT
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- an very relaxed too.they were trying to hit me but with those awkward heli controls they had no chance. one was even landing right in front of me and stepped out to finish me off by hand, but >boink> altogether, i think the flying vehicles patch is not that hot altogether and i am actually back to playing the "old maps" -more fun, tactics & thrill.P.S.: btw, the choppers are also way too loud, u can spot a heli-rush from miles away!

Subject: Snipers Vs. Aircraft Balancing

Posted by [Anonymous](#) on Mon, 22 Apr 2002 06:26:00 GMT

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do a med rush all you need is 4 or 5 meds

Subject: Snipers Vs. Aircraft Balancing

Posted by [Anonymous](#) on Mon, 22 Apr 2002 07:09:00 GMT

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Good tactics. The flame tank rush is definately the most successful tactic for Nod. I have actually been on a team that defended against the 6 tank flame rush. All it took was 3 good medium tank drivers. Each medium tank should be able to take out one flame tank before they get to the AGT. That leaves three flame tanks and the mediums should still have good health. You simply block the entrances while shooting at the tanks that aren't right next to you. That was first (and only) experience I had at successfully defending against 6 flame tanks on that level. 3 or 4 isn't so bad as long as someone is repairing the AGT. One other thing that helped one time for defending the AGT against a flame rush.. when we saw the flame tanks coming, all the people not in tanks put timed C4 all around the AGT. It actually worked pretty well, but it might have been dumb luck. Usually, the best luck I've had for GDI is to keep Nod on the defensive so that their flame tanks don't get a chance to group up. Just don't leave the base completely undefended. The only problem with the APC rush is that you MUST have disposable people in the APC. The obelisk is usually loaded with mines and the first couple of people to go in it will die. Anyway.. those are just a couple of my game experiences. [April 22, 2002: Message edited by: kubi0461]

Subject: Snipers Vs. Aircraft Balancing

Posted by [Anonymous](#) on Mon, 22 Apr 2002 07:31:00 GMT

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[QUOTE]Originally posted by psychobom:[QB]Nod===BOOM!!! GDI will be like burned chicken .(This tactic require alot of teamwork and it works 95\%)and boom go your six flames if GDI does not entirely exist of super-nOOObS because on a good teama) you get warned early ("2 flames right, 2 left, etc. or "enemy spotted!")b) hottys lay mines around the agt so that the flames are on 10\% health when they are coming nearer and will then be blasted by infantry from the back.Done this so many times, GDI defending mostly wins by points just defending rush after rush.GDI===BOOM there goes the obelisk BOOM and BOINK will go your engines!again, not very likely to succeed against a pro-team, where the ob is mined inside out.better to try reaching the MCT of one of the other buildings first, that are more likely to be unmined

Subject: Snipers Vs. Aircraft Balancing

Posted by [Anonymous](#) on Mon, 22 Apr 2002 09:03:00 GMT

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I definately think that sniper guns should have to be reloaded at least after every couple of shots rather than 4. Or maybe some sort of kickback when you fire. It would jolt your scope view, forcing you to take a second or two to re-aim. At least I don't think they have that already.. I haven't played a \$1k sniper lately I'd hardly say that it makes helis invincible... given that raveshaw/sydney can take them out pretty well. Heck, any good tank pilot should be able to get a couple of shots in before they get too close. A tank shell does some nice damage to a heli. Nod has the advantage against helis with the light tank. It's turret can point almost straight up and it's fast enough to avoid missiles from the helis. You just have to watch them for a bit until you can predict their movements. Nod also has those black hands that will tear apart any heli that gets close enough. (Great for base defense against heli rushes. Targetting with a heli is horrible, with how much they lean when moving forward and backwards. Maybe that's why I catch them hovering still often enough to pound them with tank shells. I usually only pilot transports for dropping off engineers/beacons.

Subject: Snipers Vs. Aircraft Balancing

Posted by [Anonymous](#) on Mon, 22 Apr 2002 12:36:00 GMT

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quote:Originally posted by Devon:Both the PSG-90 (not the same as PSG-1) and the Barrett M82A1 (as well as other Barrett rifles) are .50 cal rifles with clips. I'm unsure exactly how many bullets there are in a clip, but I do think the Barrett has an optional extended clip with 20 rounds in it. Barrett Model 82 A1 has a 10-shot clip and an M-16A2 rifle stock. One of its heralded uses is being able to put a specialized HE round into a Huey's fuel tank or engine at extreme distances. The same projectile can also go through a military-issue Humvee's engine block at the same distance. The PSG-1 is more of a SWAT-type rifle - it doesn't respond to battlefield conditions well. Think of the Barrett Model 82A as (H3ll, might as well go with WWF 4nalogies) The Big Show, while the PSG-1 is more of a Rock. [April 22, 2002: Message edited by: destruyax]

Subject: Snipers Vs. Aircraft Balancing

Posted by [Anonymous](#) on Mon, 22 Apr 2002 13:30:00 GMT

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With the chopper being so loud and rather visible, stealth isn't an option with it . That also makes it easier for snipers to take them out. And tanks have a very, very hard time hitting choppers. They are fast enough to dodge the tank shells as they go past, and they can attack them from a high altitude, decreasing very much the chance a tank shell will hit them. Take into account that you have to aim higher than the chopper is to get the shell to go where you want it to, and a tank can't fire straight up, so if chopper was hovering over it, the tank couldn't hit it at all.

Subject: Snipers Vs. Aircraft Balancing

Posted by [Anonymous](#) on Mon, 22 Apr 2002 13:54:00 GMT

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you can easily defend against a flame rush just by having a few engines repairing at the MCT, but this never happens as nod on hourglass I usually just coordinate a flame rush and go over the top. Someone should test which route is the best, but there's really no reason to send 2 on each route. The AGT can only hit one at once anyways...It's so much easier to time them in 1 way. The most complicated idea is not always the best.

Subject: Snipers Vs. Aircraft Balancing

Posted by [Anonymous](#) on Mon, 22 Apr 2002 19:43:00 GMT

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or u can do a med rush after Nod fails. And yes med rushes do workheres a during the flame rush with 7 med tanks

<http://photos.yahoo.com/bc/just1aznboi/vwp?.dir=/My+Photos&.src=ph&.dnm=med4.jpg&.view=t&.done=http%3a//photos.yahoo.com/bc/just1aznboi/Ist%3f%26.dir=/My%2bPhotos%26.src=ph%26.view=t>and heres the flame tanks after their rush

<http://photos.yahoo.com/bc/just1aznboi/vwp?.dir=/My+Photos&.src=ph&.dnm=med5.jpg&.view=t&.done=http%3a//photos.yahoo.com/bc/just1aznboi/Ist%3f%26.dir=/My%2bPhotos%26.src=ph%26.view=t>tl don't have a pic of us going over hill and blasting the oby to pieces, but all you need to know was that we blew up Nod's base
