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Subject: Sniper, Sniper

Posted by [Anonymous](#) on Thu, 20 Jun 2002 16:14:00 GMT

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Why pay 1000 credits for a sniper when you can do the same with a 500 credit sniper? It takes 2 body shots for a kill and 1 head shot for a kill for the 1000 credit sniper. It also takes 2 body shots for a kill and 1 head shot for a kill for the 500 credit sniper, plus you don't leave this blue tracer behind exposing your position. Regardless.....shoot, move.....shoot, move.....shoot, move.

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Subject: Sniper, Sniper

Posted by [Anonymous](#) on Thu, 20 Jun 2002 16:17:00 GMT

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It takes 3 with the \$500 sniper to kill \$1000 units, it takes 2 to kill one with the \$1000 dollar sniper. The \$1000 sniper can also damage mlrs mobile artys buggys and humvees more.

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Subject: Sniper, Sniper

Posted by [Anonymous](#) on Thu, 20 Jun 2002 16:54:00 GMT

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I am not any good sniper... i run them over with my orca/apache . But, anyway, you need 4 chest shots with a sniper rifle to kill a havoc/sakura, and only 2 chest shots with a ramjet rifle to kill a deadeye/bh. So you HAVE TO aim for head, if you are the deadeye/bh. It's a bit harder, if your opponent doesn't stand still. Also, it takes only 5 shots to destroy an orca/apache with a ramjet rifle. (10 shots with a sniper one)

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Subject: Sniper, Sniper

Posted by [Anonymous](#) on Thu, 20 Jun 2002 23:54:00 GMT

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And the havoc/sakura has an extra 50 health.

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Subject: Sniper, Sniper

Posted by [Anonymous](#) on Fri, 21 Jun 2002 01:24:00 GMT

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SBH w/ Pierce Rifle and Locust shoulder-mounted 85mm fully automatic Rocket Launcher "Hey! Head shots are easy from 7ft away!" and "Oh please don't mob me in the tunnels! My rockets can only kill so many of you before I need to get more!"

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Subject: Sniper, Sniper

Posted by [Anonymous](#) on Fri, 21 Jun 2002 06:56:00 GMT

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The sbh and deadeye own. Hide in the corner. and snipe all day. The enemy gets fewer points for taking you out, and you get more for sniping 1000 characters. It does take more skill, but the challenge is what i enjoy. That and hearing people with 1000's scream when i keep killing them, and they cant find me.

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Subject: Sniper, Sniper

Posted by [Anonymous](#) on Fri, 21 Jun 2002 07:03:00 GMT

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I'm with Kirby. Sure, Havok/Sakura is better, but they ain't twice as good. Snipers are for anti-personnel work, and the half-a\$\$ed anti-vehicle capability of the \$1000 guys isn't enough to make it worth it. MAYBE on flying maps, but that's it...That said, I'm not great at sniping, but I occasionally find it tactically appropriate, say on Mesa when you're Nod and you're getting gunner'd to death from the side...

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Subject: Sniper, Sniper

Posted by [Anonymous](#) on Fri, 21 Jun 2002 12:41:00 GMT

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wow, 50 health..

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Subject: Sniper, Sniper

Posted by [Anonymous](#) on Fri, 21 Jun 2002 12:47:00 GMT

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If spawnweapons is on,I take the 1000\$ sniper,find a regular sniper rifle,and start sniping with the REGULAR one!I always use it(reg.snip.)to snipe people silently,but when I am detected and/or in

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Subject: Sniper, Sniper

Posted by [Anonymous](#) on Fri, 21 Jun 2002 13:40:00 GMT

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Hmm. I like the \$500 snipers more. . . A good strat is act like a n00b sniper, snipe from out in the open (note only good when you ahead in points) and go back to same spot. Now, he thinks 'Man, this guy is so stupid ive kille dhim in the same spot twice.' Then, hide and snipe him. Say 'haha im so good!' let him come back, shoot you in open, hide and snipe him. This is great. My fav is when they have cash and use havocs. Then its at its best.

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Subject: Sniper, Sniper

Posted by [Anonymous](#) on Fri, 21 Jun 2002 14:48:00 GMT

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With the Ramjet rifle you can snipe Arty and MRLS and aircraft easily and with less ammo than the Sniper Rifle. If the MRLS/Artillery is in a safe spot they can hop out and repair their vehicle and get back in and keep attacking. Of course they're not going to stand still. Also, the Ramjet Rifle reloads faster and is less vulnerable to head on conflicts with other infantry.

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