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Subject: Sniper Rifle vs. Noobj: The Argument  
Posted by [Chimp](#) on Tue, 26 Feb 2008 15:15:34 GMT  
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I opened this thread because I want you to argue reasons for why the Sniper Rifle is better than the Ramjet, or why the Ramjet is better than the Sniper Rifle. Now I will say that personally, I believe both are good for different purposes, but lets imagine you only could have ONE, for your entire Renegade life...Which would you choose, and why?

I'll begin.....

Sniper Rifle

Pros: Its faster. It has a lower sound. Where it is coming from cannot be seen.

Cons: Longer reload, weaker.

Ramjet

Pros: Far more powerful, faster reload, the bullet is actually "wider" than the sniper rifle round, making it easier to hit with.

Cons: Slower, leaves a trail behind the bullet which is very easily seen, is louder.

Given that, I'm going to say. . . . . Personally, I would rather use the Sniper Rifle. Why? Because lets be honest...After sniping for awhile, if you become really good at it, 50% or more of the shots that you fire and actually hit with SHOULD be head shots, so its really not much different. Plus, like stated, its faster AND cannot be seen in midair. This means that it is perfect for ground assaults, and "pop-out-of-wall" attacks. However, that being said, the Ramjet is unsurpassed in anti-unarmored-tank destruction, and is far better if you have a lower skill level or are playing against someone SO good that you need that extra damage boost.

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Subject: Re: Sniper Rifle vs. Noobj: The Argument  
Posted by [GEORGE ZIMMER](#) on Tue, 26 Feb 2008 15:18:24 GMT  
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Ramjet's a tad unbalanced IMO. If it had a tad bit longer reload and the trail lasted a bit longer, then it'd be fine. I still prefer the 500 sniper though. Invisible bullet, faster rate of fire, etc. In the end, the sniper beats the ramjet.

So yeah, I'd have to pick the 500 sniper.

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Subject: Re: Sniper Rifle vs. Noobj: The Argument

Posted by [bisen11](#) on Tue, 26 Feb 2008 19:34:56 GMT

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I prefer sniper rifle so long as you're not going up against the unarmored vehs. Especially Apaches.

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument

Posted by [Starbuzz](#) on Tue, 26 Feb 2008 20:16:51 GMT

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Calx wrote on Tue, 26 February 2008 09:15but lets imagine you only could have ONE, for your entire Renegade life...Which would you choose, and why?

Since it is for my "whole Renegade life" I have no other choice but to get the Ramjet Rifle. As for why, it is versatile against light vehicles, 1 shot 1 kill against any character, and kill basic characters in one shot.

Also, the long barrel that protrudes in front of you aids you well in making a good shot at close ranges.

I hate it because it reveals your position. And if you are a good shot, there should be no complaints about a slow-reload time.

Cabal8616 wrote on Tue, 26 February 2008 09:18Ramjet's a tad unbalanced IMO.

Not if you look at the whole package:

- 1000 credits (that's lots of money)

- 1 Ramjet (slow reload)

- good against lightly armored vehicles (that are not used much as a game goes on except Apache/Orca and that too on flying maps only)

Looks pretty balanced to me.

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument

Posted by [Lone0001](#) on Tue, 26 Feb 2008 22:20:09 GMT

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Sniper Rifle

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Subject: Re: Sniper Rifle vs. Noobje: The Argument  
Posted by [Spoony](#) on Tue, 26 Feb 2008 22:57:12 GMT  
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ramjet's more useful.

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Subject: Re: Sniper Rifle vs. Noobje: The Argument  
Posted by [Starbuzz](#) on Wed, 27 Feb 2008 08:30:38 GMT  
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Thread over.

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Subject: Re: Sniper Rifle vs. Noobje: The Argument  
Posted by [Chimp](#) on Wed, 27 Feb 2008 08:58:23 GMT  
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Sniper Rifle wins

4-2

BTW: Ramjet has a FASTER reload time. But its SLOWER in attack speed.

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Subject: Re: Sniper Rifle vs. Noobje: The Argument  
Posted by [Spoony](#) on Wed, 27 Feb 2008 09:06:36 GMT  
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Calx wrote on Wed, 27 February 2008 02:58 Sniper Rifle wins

4-2

I don't think there's a nice way to say this, but most people who post in this forum section don't really know what they're talking about

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Subject: Re: Sniper Rifle vs. Noobje: The Argument  
Posted by [Goztow](#) on Wed, 27 Feb 2008 09:26:48 GMT  
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I'd go with ramjet for its overall usefulness against mrl, art, repairers and not to forget: heli's!

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Subject: Re: Sniper Rifle vs. Noobje: The Argument  
Posted by [Dover](#) on Wed, 27 Feb 2008 09:32:59 GMT

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Ramjet, because having to use 10 shots to take down an orca really, really, really sucks.

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Starbuzz](#) on Wed, 27 Feb 2008 09:36:00 GMT

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Some people simply say "Sniper Rifle" to boost their lowly egos.

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Chimp](#) on Wed, 27 Feb 2008 09:40:04 GMT

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Spoony wrote on Wed, 27 February 2008 04:06Calx wrote on Wed, 27 February 2008  
02:58Sniper Rifle wins

4-2

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I don't think there's a nice way to say this, but someone's a soar loser

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Starbuzz](#) on Wed, 27 Feb 2008 09:41:16 GMT

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Calx wrote on Wed, 27 February 2008 03:40Spoony wrote on Wed, 27 February 2008 04:06Calx  
wrote on Wed, 27 February 2008 02:58Sniper Rifle wins

4-2

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I don't think there's a nice way to say this, but someone's a soar loser

Oh no...you TOTALLY picked the wrong person to say that to.

EDIT:

lol

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Dover](#) on Wed, 27 Feb 2008 09:41:41 GMT  
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Calx wrote on Wed, 27 February 2008 01:40Spoony wrote on Wed, 27 February 2008 04:06Calx wrote on Wed, 27 February 2008 02:58Sniper Rifle wins

4-2

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I don't think there's a nice way to say this, but someone's a soar loser

Are you even capable of posting anything that's remotely correct? Especially after your "Rockets, Missles, Morters, Homers, and Grenades." bullshit?

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Chimp](#) on Wed, 27 Feb 2008 10:14:48 GMT  
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Dover wrote on Wed, 27 February 2008 03:41Calx wrote on Wed, 27 February 2008 01:40Spoony wrote on Wed, 27 February 2008 04:06Calx wrote on Wed, 27 February 2008 02:58Sniper Rifle wins

4-2

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I don't think there's a nice way to say this, but someone's a soar loser

Are you even capable of posting anything that's remotely correct? Especially after your "Rockets, Missles, Morters, Homers, and Grenades." bullshit?

Dover, you know, instead of attempting to lambast me at every corner, how about you go out and find a life? There are these magical things called 'females' you know.

Secondly, I would love to challenge you to 1 v 1 sniper sometime. You can use your uber 1337 Ramjet, and I'll use my horrible filthy and pathetic Sniper Rifle.

You have anger issues and thus feel the need to attempt and belittle people on a forum instead of just contesting their views because you, haha, well, have no real control over your life, which spawns anger. I'm sure you'll reply with a 'witty' comeback and attempt to deflect it, but hey, it doesn't change the truth.

On another note, the rockets missles mortars etc, thing.....I'm perfectly correct on all of that. Its

merely an observation. If you don't agree, then so what? Get over it or heres a brand new idea, state YOUR idea instead of just calling everyone an idiot and thinking yourself so high and mighty. Honestly, what the fuck is your problem dude? This is a game forum. How about you go out and do something productive instead of harassing me all day. Oh wait, ROFL, I forgot, you: "Do have a life", and "It only takes a few seconds post", and "But its so easy to point out your failings". And I'm Bill Clinton.

Dover fails as usual.

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [TORN](#) on Wed, 27 Feb 2008 11:07:42 GMT  
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soar loser

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [sadukar09](#) on Wed, 27 Feb 2008 11:56:11 GMT  
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TORN wrote on Wed, 27 February 2008 05:07soar loser  
You can't even spell sore right, stfu.

---

Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Spoony](#) on Wed, 27 Feb 2008 12:17:00 GMT  
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Calx wrote on Wed, 27 February 2008 03:40I don't think theres a nice way to say this, but someone's a soar loser  
There's no relevant way to say it, either, judging by your post.

Calx wrote on Wed, 27 February 2008 03:40Secondly, I would love to challenge you to 1 v 1 sniper sometime. You can use your uber 1337 Ramjet, and I'll use my horrible filthy and pathetic Sniper Rifle.  
You don't know this game very well if you think that contest could possibly demonstrate which of the two is better.  
Patch vs Technician 1v1? Patch will win, but he's still of very little practical use whereas the Technician is extraordinarily useful.

Sniping is a very small part of Renegade. Dealing with enemy vehicles is a massive part of it. If we're talking about light vehicles and aircraft, the Ramjet is far superior. If we're talking about picking off their infantry support, the Ramjet is somewhat superior. All you are taking into account

is a 1v1 sniper fight, which

-a- doesn't take the skill of the participants into account

-b- (more pressingly) absolutely pales by comparison, in terms of importance, to the scenarios I mentioned.

Thus, the Ramjet is better - it is more useful.

---

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument

Posted by [Herr Surth](#) on Wed, 27 Feb 2008 12:33:49 GMT

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sadukar09 wrote on Wed, 27 February 2008 05:56T0RN wrote on Wed, 27 February 2008 05:07soar loser

You can't even spell sore right, stfu.

omfg sadukar, its amazing how seriously retarded you are.

Quote:

Dover, you know, instead of attempting to lambast me at every corner, how about you go out and find a life? There are these magical things called 'females' you know.

And do you know the magical thing called ad hominem?

Its an evil spell, casted by morons and assholes most of the time.

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument

Posted by [sadukar09](#) on Wed, 27 Feb 2008 12:59:10 GMT

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Surth wrote on Wed, 27 February 2008 06:33sadukar09 wrote on Wed, 27 February 2008 05:56T0RN wrote on Wed, 27 February 2008 05:07soar loser

You can't even spell sore right, stfu.

omfg sadukar, its amazing how seriously retarded you are.

Look in the mirror.

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument

Posted by [Herr Surth](#) on Wed, 27 Feb 2008 13:11:40 GMT

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I did, I saw an illusion of myself. So?

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [BigBoy84](#) on Wed, 27 Feb 2008 14:00:57 GMT  
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Back to topic....

Sniper Rifles, good for REAL sniping, involves hiding in the battle field and sniping techs and hotwires or other snipers, because you cant be seen that easily. 500's are generally for the more crafty and devious.

However, in tunnel combat, Ramjets FTW. Reload time REALLY matters in tunnel combat but not so much when sniping 'non' sniper prey.

My theory is that if you can get good with 500's, you can seriously start to own with Jets, especially if you try to not get lazy by going for body shots.

I dont know if any1 else thinks so but it always puts a smile on my face when I take down a ramjet with a 500

---

Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Herr Surth](#) on Wed, 27 Feb 2008 14:07:54 GMT  
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kannies wrote on Wed, 27 February 2008 08:00Back to topic....

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the problem is that "REAL sniping" is absolutely worthless, because the enemy will just steamroll you with tanks...

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [bisen11](#) on Wed, 27 Feb 2008 15:33:54 GMT  
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Surth wrote on Wed, 27 February 2008 09:07kannies wrote on Wed, 27 February 2008 08:00Back to topic....

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the problem is that "REAL sniping" is absolutely worthless, because the enemy will just steamroll you with tanks...

Not always. Sometimes I will be able to get to the nod sniper bunker on field just before nod takes the field and be able to take out some techs or enemy snipers that way. The only annoying part is occasionally an SBH may come by, but I usually go unseem for a pretty long time.

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Subject: Re: Sniper Rifle vs. Noobj: The Argument  
Posted by [SSADMVR](#) on Wed, 27 Feb 2008 15:57:52 GMT  
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The jet is better at all times, even in sniper servers. Someone who knows how to hug and aim will be pretty close to unbeatable when using a jet in a sniper server. However, using a 500 is more fun when playing in a sniper server.

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Subject: Re: Sniper Rifle vs. Noobj: The Argument  
Posted by [Chimp](#) on Wed, 27 Feb 2008 16:04:19 GMT  
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Spoony wrote on Wed, 27 February 2008 06:17Calx wrote on Wed, 27 February 2008 03:40I don't think theres a nice way to say this, but someone's a soar loser  
There's no relevant way to say it, either, judging by your post.

Calx wrote on Wed, 27 February 2008 03:40Secondly, I would love to challenge you to 1 v 1 sniper sometime. You can use your uber 1337 Ramjet, and I'll use my horrible filthy and pathetic Sniper Rifle.

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-a- doesn't take the skill of the participants into account

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Thus, the Ramjet is better - it is more useful.

Lol. Lets see, its faster, its unseeable in-midair, its cheaper, its more silent, and lets face it, the only time anyone SHOULD be sniping is if they can get headshots, thus, making it entirely equal in the damage department. But wait, yours can hurt armored vehicles and has a faster reload - ROFL.

I'll take my Sniper thanks, you can fool around with the Ramjet.

---

Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [CarrierII](#) on Wed, 27 Feb 2008 16:51:49 GMT

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Calx wrote on Wed, 27 February 2008 16:04Spoony wrote on Wed, 27 February 2008 06:17Calx wrote on Wed, 27 February 2008 03:40I don't think theres a nice way to say this, but someone's a soar loser

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Is it me or does the first paragraph prove Spoony right?

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Chimp](#) on Wed, 27 Feb 2008 18:21:12 GMT  
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CarrierII wrote on Wed, 27 February 2008 10:51Calx wrote on Wed, 27 February 2008 16:04Spoonny wrote on Wed, 27 February 2008 06:17Calx wrote on Wed, 27 February 2008 03:40I don't think theres a nice way to say this, but someone's a soar loser  
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Is it me or does the first paragraph prove Spoony right?

Its you.

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [GEORGE ZIMMER](#) on Wed, 27 Feb 2008 18:53:40 GMT  
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What the fuck, in like one or two days, a simple topic about whether you'd choose the sniper or the ramjet rifle if you had to pick one for the rest of your Renegade life, is turned into a complete flamfest and everyone having to boost their e-penises by insulting everyone at every corner.

Now, back on topic. The reason why I choose the 500 sniper is because one, if you die, you won't give the enemy alot more points. Two, your position can be easily given away. While this usually doesn't matter in a sniper server, in an AOW, it's very handy, especially when the enemy is assaulting your base and they've got hotwires/technicians repairing vehicles.

If you miss with a sniper, chances are, they'll be too wrapped up repairing vehicles, and won't notice the \*ping\* of the bullet hitting the ground/wall (Assuming it even hits near them). Whereas with a ramjet, miss, and that nice blue streak will tip them off that you're about to be killed.

Also, with the higher rate of fire, if you miss, you can hit them again quicker than the ramjet could.

I can sacrifice a bit of anti-heli abilities and anti-light vech abilities for better anti-infantry. Chances are, there's already tons of tanks in the field anyways, that would probably do a better job of taking out enemy vechs than a ramjet could anyways.

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Chimp](#) on Wed, 27 Feb 2008 19:15:11 GMT  
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Cabal8616 wrote on Wed, 27 February 2008 12:53What the fuck, in like one or two days, a simple topic about whether you'd choose the sniper or the ramjet rifle if you had to pick one for the rest of your Renegade life, is turned into a complete flamfest and everyone having to boost their e-penises by insulting everyone at every corner.

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---

Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Starbuzz](#) on Wed, 27 Feb 2008 19:36:21 GMT

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Cabal8616 wrote on Wed, 27 February 2008 12:53Chances are, there's already tons of tanks in the field anyways, that would probably do a better job of taking out enemy vechs than a ramjet could anyways.

Yeah, the best weapons against Orca/Apache are the MLRS/ARTS/Tanks.

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Spoony](#) on Wed, 27 Feb 2008 19:50:08 GMT

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Calx wroteLol. Lets see, its faster

Only marginally, and when you throw in the fact it does half the damage it's hardly much of an plus point.

Calx wroteits unseeable in-midair

Indeed, plus point there, but it pales in comparison to the double damage.

Calx wroteits cheaper

Half the cost, half the damage...

Calx wroteits more silent

...?

Calx wroteand lets face it, the only time anyone SHOULD be sniping is if they can get headshots, thus, making it entirely equal in the damage department.

Since any skilled opponent will be jumping around, making use of cover etc, it's not 'equal in the damage department' at all.

Calx wroteBut wait, yours can hurt armored vehicles

Yes, and this ABSOLUTELY DWARFS every advantage you've claimed... by a long, long way.

Calx wroteand has a faster reload - ROFL.

The massive advantage of the Ramjet's damage is such a huge plus point that I didn't even need to mention the faster reload.

Calx wroteI'll take my Sniper thanks, you can fool around with the Ramjet.

You don't watch me play much, do you? If you did, here's what you'd be saying:

Calx wroteI'll take my Sniper thanks, you can steamroll my base with tanks and win the game

---

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument

Posted by [GEORGE ZIMMER](#) on Wed, 27 Feb 2008 19:51:08 GMT

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Not orcas or apache's, obviously. I should have said tanks I suppose, and I was pretty sure I did, but I guess I didn't. But yeah, it's not impossible to take out aircraft without a ramjet anyways. It just depends though on what you want to accomplish. Kill an orca/apache, or kill off some hotwires/technicians that are pretty vital to an enemy attack?

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument

Posted by [Spoony](#) on Wed, 27 Feb 2008 19:51:56 GMT

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Cabal8616 wrote on Wed, 27 February 2008 13:51Not orcas or apache's, obviously. I should have said tanks I suppose, and I was pretty sure I did, but I guess I didn't. But yeah, it's not impossible to take out aircraft without a ramjet anyways. It just depends though on what you want to accomplish. Kill an orca/apache, or kill off some hotwires/technicians that are pretty vital to an enemy attack?

ramjet can do both.

---

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument

Posted by [GEORGE ZIMMER](#) on Wed, 27 Feb 2008 23:01:37 GMT

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Yeah, it CAN do both, but it's not always the best vs infantry. And also, if you read earlier, it can be a cheaper, more effective anti-infantry unit, aslong as you use it right.

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument

Posted by [Spoony](#) on Wed, 27 Feb 2008 23:05:54 GMT

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Cabal8616 wrote on Wed, 27 February 2008 16:01Yeah, it CAN do both, but it's not always the best vs infantry.

indeed not, tanks are, but the ramjet comes next, the 500 being less effective. Considering the massive advantages the ramjet has to offer in terms of its anti-vehicle capability, it's really not much of a contest.

Cabal8616 wrote on Wed, 27 February 2008 16:01 And also, if you read earlier, it can be a cheaper, more effective anti-infantry unit, as long as you use it right.  
it isn't more effective, and the 'cheaper' only really matters if it's late-game and you've lost your ref (and your WF, frankly)

Cabal8616 wrote on Wed, 27 February 2008 16:01 But yeah, it's not impossible to take out aircraft without a ramjet anyways.  
without a ramjet or two, aircraft will probably dominate the game...

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Subject: Re: Sniper Rifle vs. Noobj: The Argument  
Posted by [GEORGE ZIMMER](#) on Wed, 27 Feb 2008 23:21:41 GMT  
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Well, it depends which team you are I suppose. An LCG can do decent damage if it gets in range, so yeah. Let's also not forget that unless you lost your WF/Airstrip, chances are you can get a heli, too, and fight 'em off. And worst case scenario, 2 clips from a 500 sniper can nearly kill a heli/orca.

Most people would either run back to their base to have it repaired (Thus getting them off your tail), or they'd simply die.

IMO, I'd actually have to say that ramjet and 500 sniper have about the same usefulness vs infantry- But, the 500 sniper costs less, so yeah, if you're mainly gonna go against infantry, then a 500 sniper is probably your best bet.

I'm not saying the Ramjet is useless or anything- But for anti-infantry, I'd have to take the 500 sniper.

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Subject: Re: Sniper Rifle vs. Noobj: The Argument  
Posted by [Dover](#) on Wed, 27 Feb 2008 23:46:51 GMT  
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Ramjet > Mwright. Thread over.

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Subject: Re: Sniper Rifle vs. Noobj: The Argument  
Posted by [Spoony](#) on Thu, 28 Feb 2008 00:41:01 GMT  
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Cabal8616 wrote on Wed, 27 February 2008 17:21 Well, it depends which team you are I suppose.  
no, it doesn't.

---



Cabal8616 wrote on Wed, 27 February 2008 17:21An LCG can do decent damage if it gets in range, so yeah.  
less damage, shorter range, easier to avoid...

Cabal8616 wrote on Wed, 27 February 2008 17:21Let's also not forget that unless you lost your WF/Airstrip, chances are you can get a heli, too, and fight 'em off.  
Best counter to aircraft is an orca/apache AND a ramjet...

Cabal8616 wrote on Wed, 27 February 2008 17:21IMO, I'd actually have to say that ramjet and 500 sniper have about the same usefulness vs infantry- But, the 500 sniper costs less, so yeah, if you're mainly gonna go against infantry, then a 500 sniper is probably your best bet.

I'm not saying the Ramjet is useless or anything- But for anti-infantry, I'd have to take the 500 sniper.  
and for actually helping your team win the game, ramjet wins every time.

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Chimp](#) on Thu, 28 Feb 2008 03:20:38 GMT  
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Dover wrote on Wed, 27 February 2008 17:46Ramjet > Mwright. Thread over.

Dover avoiding the truth and being a self absorbed cock > Dover. Thread not over, keep overzealous opinion to self.

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [trooprm02](#) on Thu, 28 Feb 2008 03:26:56 GMT  
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how could you make so many topics about a game you suck terribly at?

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Chimp](#) on Thu, 28 Feb 2008 03:48:19 GMT  
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trooprm02 wrote on Wed, 27 February 2008 21:26how could you make so many topics about a game you suck terribly at?

How could you post so many retarded things on a forum where everyone despises you?

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Dover](#) on Thu, 28 Feb 2008 09:01:22 GMT  
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trooprm02 wrote on Wed, 27 February 2008 19:26how could you make so many topics about a game you suck terribly at?

Oh shi-!

Me, agreeing with troop?! World over.

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [BigBoy84](#) on Thu, 28 Feb 2008 09:14:44 GMT  
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[quote title=Surth wrote on Wed, 27 February 2008 08:07  
the problem is that "REAL sniping" is absolutely worthless, because the enemy will just steamroll you with tanks...[/quote]

Please explain. Personally I would place myself safely away from the tanks, if your team has tanks in the field, they would hopefully be engaging them. If your tanks lose the battle, giving the field away, its at that point you exit safely and buy something alternative like a hotwire or tank. But if your tanks are holding seige, u can usually help out by taking out the enginners and techs.

One thing I hate when sniping on GDI is arty splash fire because it shakes the screen and usually kills you. Using a Jet, the arty can clearly see who is firing the shots. Using a 500 though does less damage, usually can beat the arty because by the time they figure your location, its too late for them. A big con is u have to use twice the ammo a jet would.

Obviously Surth your opinion holds weight in a clan war environment where 500's are usually useless. But in public server, I stand by this argument.

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Goztow](#) on Thu, 28 Feb 2008 10:32:23 GMT  
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So your idea of teamwork is "you guys keep the field, I'll go snipe"?

Yes, that really works if half of your team thinks this way...

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [BigBoy84](#) on Thu, 28 Feb 2008 13:00:26 GMT

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Whatever mate, Obviously the team loses if every1 does one thing. What if your teams tanks cant beat the other teams tanks because of reps? The sniper 'could be the key'? May not be the best key, but it works in some situations.

Your interpretation that the team attack and u just go off and snipe is because most people do so to boost their K/D for themselves, purley the player, not the unit.

I explicitly stated using snipers to kill techs (which is for the team), so tbh your comment held the weight of a wet tissue.

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Herr Surth](#) on Thu, 28 Feb 2008 13:02:49 GMT  
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Let me just say something:  
You all suck. Except spoony, he's cool. kinda.

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Goztow](#) on Thu, 28 Feb 2008 13:27:04 GMT  
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kannies wrote on Thu, 28 February 2008 14:00Whatever mate, Obviously the team loses if every1 does one thing. What if your teams tanks cant beat the other teams tanks because of reps? The sniper 'could be the key'? May not be the best key, but it works in some situations.

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I explicitly stated using snipers to kill techs (which is for the team), so tbh your comment held the weight of a wet tissue.

I can say the same for sbh's: in some specific situations where your team is defending, all the enemies are in the field and the tunnels aren't mined; I'll be very useful as sbh nuker.

Does this mean that sbh > hottie? I don't think so. Hottie is much more useful in much more different situations.

Same goes for ramjet vs 500 sniper. Your argument is based on one specific situation.

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Spoon](#) on Thu, 28 Feb 2008 13:53:12 GMT

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kannies wrote on Thu, 28 February 2008 03:14 One thing I hate when sniping on GDI is arty splash fire because it shakes the screen and usually kills you. Using a Jet, the arty can clearly see who is firing the shots. Using a 500 though does less damage, usually can beat the arty because by the time they figure your location, its too late for them. A big con is u have to use twice the ammo a jet would.

the last sentence is the clincher... since it does half the damage, it's only half the threat to an arty that a ramjet is.

kannies wrote on Thu, 28 February 2008 03:14 Whatever mate, Obviously the team loses if every1 does one thing. What if your teams tanks cant beat the other teams tanks because of reps? The sniper 'could be the key'? May not be the best key, but it works in some situations.

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I explicitly stated using snipers to kill techs (which is for the team), so tbh your comment held the weight of a wet tissue.

This doesn't explain why 500s are better at it than ramjets.

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Subject: Re: Sniper Rifle vs. Noobj: The Argument  
Posted by [BigBoy84](#) on Thu, 28 Feb 2008 14:22:37 GMT

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Spoony wrote on Thu, 28 February 2008 07:53

This doesn't explain why 500s are better at it than ramjets.

Because their shots cant be seen, with is not saying 500's are better, but its an advantage.

But in all fairness to this debate, the ramjet does appear to have a lot more plus points which far outweigh the 500's.

Another element to this, a GROUP of jets can be devastating to light armour, taking down mrls or arties very quickly before they have a chance to retaliate.

As I originally said, 500's usefull for cunning stealthy sniping.

Ramjets more for hardcore, straight to the point purposes and overall is better (should be for 500 more).

Any1 who denies that is thinking more about the skill needed to wield a 500 rifle to compensate for its flaws in damage and reload times. But if you already have those skills and instead wield a ramjet, you can kick ass!

Thus making the Ramjet better overall.

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [The Executor](#) on Thu, 28 Feb 2008 17:56:03 GMT  
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I hate SBH's with sniper rifles, they so nooby and they thing that they are so good.

---

Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [sadukar09](#) on Thu, 28 Feb 2008 20:20:10 GMT  
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MSwindows wrote on Thu, 28 February 2008 18:56I hate SBH's with sniper rifles, they so nooby and they thing that they are so good.  
Then don't stand still while sniping.

---

Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Starbuzz](#) on Thu, 28 Feb 2008 22:11:05 GMT  
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sadukar09 wrote on Thu, 28 February 2008 14:20MSwindows wrote on Thu, 28 February 2008 18:56I hate SBH's with sniper rifles, they so nooby and they thing that they are so good.  
Then don't stand still while sniping.

Yeah, don't stand still even if you are not sniping. If you are repairing your team's vehicles as they fight in the field or laying siege to the enemy base, keep moving and never stand still.

---

Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Dover](#) on Fri, 29 Feb 2008 03:11:10 GMT  
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Starbuzz wrote on Thu, 28 February 2008 14:11sadukar09 wrote on Thu, 28 February 2008 14:20MSwindows wrote on Thu, 28 February 2008 18:56I hate SBH's with sniper rifles, they so nooby and they thing that they are so good.  
Then don't stand still while sniping.

Yeah, don't stand still even if you are not sniping. If you are repairing your team's vehicles as they fight in the field or laying siege to the enemy base, keep moving and never stand still.

Welcome to online First Person Shooters.

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Starbuzz](#) on Fri, 29 Feb 2008 03:33:16 GMT  
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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Sniper\\_De7](#) on Mon, 03 Mar 2008 21:33:11 GMT  
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What's with this "sneakiness" deal? If you're in field, and you're in an arty, and you don't see snipers any more clearer with a ramjet than a 500, you're probably terrible at being in a vehicle. There's only like 3 areas they'll ever be, depending on how far your team is on the field. If you're barraging the war factory with an art, chances are the only place a sniper will be hitting you will be in its own base, or on the waterfall. It takes .5 seconds to check the waterfall (Which, any good person checks regularly). If you're just coming out of your base, it's going to be the bunkers, waterfall, or other team's base entrance. The biggest difference between using a ramjet and not using a ramjet, is that if it's just an engineer in an arty/MRL, a ramjet can actually do enough damage that the person inside the vehicle could just hop out for a few seconds, repair, and try and kill you. With an engineer against a ramjet, you don't always have that luxury unless you can hide behind something. In general, unless a person repairing a vehicle is pretty dumb, they're not going to be standing still eating a bagel. They're going to move around, and even if a 500 sniper misses, it'll show up on their screen they're being fired at and they can just get inside the tank and look. There's really only ever going to be 2-3 spots EVER where a sniper is going to be. Blue streaks isn't really going to make all the more difference. Ramjets are a clear winner against pretty much anything they're good at killing - Infantry, light armoured vehicles. Though if all you're doing is sniping infantry in the tunnel, then you're probably better off money-wise to buy a 500 snipers. You gain the same amount of points/cash per kill and one shot to the head does it, or one more shot then the ramjet. If you've got all the money in the world, then ramjet's still better. Then again, you aren't being very useful, either.

Nobody ever really cares much about the damage a 500 sniper does against vehicles. It's only been said to nerf the ramjet damage - for good reason, i think, being able to kill light armoured vehicles in less than 2 reloads is a really quick way to get it down - faster than a raveshaw/PIC could do it. Oh, and at infinity range.

Anyways, Hi.

---

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Herr Surth](#) on Mon, 03 Mar 2008 21:51:33 GMT  
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Hi Sniper De!

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Starbuzz](#) on Mon, 03 Mar 2008 22:29:00 GMT  
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Surth wrote on Mon, 03 March 2008 15:51Hi Sniper De!

Yeah, me too. I miss De\_7 and the many others who know what they are talking about.

Hi!

---

---

Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [BigBoy84](#) on Tue, 04 Mar 2008 13:35:11 GMT  
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Obviously you can tell that even though I said ramjets are a winner, I still have a soft spot for 500's. One experience I had in the past...

Field map, 5 arty sieging WF, tanks getting destroyed, no chance for gdi. I bought deadeye, managed to sneak behind waterfall (suprisingliy without anyone noticing and no they were not checking), killed all techs in the space of a minute. Tanks now had a chance, a few minutes later, gdi took field. If I was using a jet in that instance, I would have been torn apart.

Moral of the story = 500 sneakiness at its best xD (with a bit of luck)

I tried this many times (not always succesffull). The hardest part is getting behind the waterfall without any1 noticing.

Sometimes good players do check but tbh 70% of the time its left unchecked

The critical point is that the waterfall trick is almost as old as the game, 6 years or sumat, because its so obvious, I have found that in more recent times, the community has forgotten about it (oh thats too obvious, no body would try that).

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Herr Surth](#) on Tue, 04 Mar 2008 13:50:35 GMT  
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Have you even read Sniper De's Post? I kinda think you havent.

---

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Chimp](#) on Tue, 04 Mar 2008 14:05:59 GMT  
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Sniper\_De7 wrote on Mon, 03 March 2008 21:33What's with this "sneakiness" deal? If you're in field, and you're in an arty, and you don't see snipers any more clearer with a ramjet than a 500, you're probably terrible at being in a vehicle. There's only like 3 areas they'll ever be, depending on how far your team is on the field. If you're barraging the war factory with an art, chances are

the only place a sniper will be hitting you will be in its own base, or on the waterfall. It takes .5 seconds to check the waterfall (Which, any good person checks regularly). If you're just coming out of your base, it's going to be the bunkers, waterfall, or other team's base entrance. The biggest difference between using a ramjet and not using a ramjet, is that if it's just an engineer in an arty/MRL, a ramjet can actually do enough damage that the person inside the vehicle could just hop out for a few seconds, repair, and try and kill you. With an engineer against a ramjet, you don't always have that luxury unless you can hide behind something. In general, unless a person repairing a vehicle is pretty dumb, they're not going to be standing still eating a bagel. They're going to move around, and even if a 500 sniper misses, it'll show up on their screen they're being fired at and they can just get inside the tank and look. There's really only ever going to be 2-3 spots EVER where a sniper is going to be. Blue streaks isn't really going to make all the more difference. Ramjets are a clear winner against pretty much anything they're good at killing - Infantry, light armoured vehicles. Though if all you're doing is sniping infantry in the tunnel, then you're probably better off money-wise to buy a 500 snipers. You gain the same amount of points/cash per kill and one shot to the head does it, or one more shot then the ramjet. If you've got all the money in the world, then ramjet's still better. Then again, you aren't being very useful, either.

Nobody ever really cares much about the damage a 500 sniper does against vehicles. It's only been said to nerf the ramjet damage - for good reason, i think, being able to kill light armoured vehicles in less than 2 reloads is a really quick way to get it down - faster than a raveshaw/PIC could do it. Oh, and at infinity range.

Anyways, Hi.

You my good sir, are an idiot.

Lets see: Bushes on field with a 500 or a ramjet. Yeah, I'm going to see the freaking blue streak. Maybe you have super-man-vision, but I don't, and if some little sneaky dead eye or black hand sniper is hiding in ONE OF THE HUNDREDS of dark little corners of various maps, chances are that I'm not going to see him. Lets not forget, that in the heat of battle, when people are taking damage over and over, and their techs are being hurt constantly, they don't know WHAT killed them unless you give them a reason to, IE: a long blue streak coming out of the corner of a map. If you honestly don't see the advantage of a 500, you are a complete douche.

---

Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Herr Surth](#) on Tue, 04 Mar 2008 14:21:42 GMT  
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<http://www.renegadeforums.com/index.php?t=msg&goto=196782&rid=22983>  
Kinda reminds me of this thread.

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [nikki6ixx](#) on Tue, 04 Mar 2008 18:01:57 GMT



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If you're using the ramjet right, the blue streak shouldn't matter too much, because the enemy won't have much of a head left to see it.

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Chimp](#) on Tue, 04 Mar 2008 18:11:01 GMT  
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You're right. The technician you just popped won't see it. Then the 3 arty's hitting the war factory next to it will.

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [nikki6ixx](#) on Tue, 04 Mar 2008 19:34:27 GMT  
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But wouldn't the ramjet user peg the guy, and then keep moving, to avoid the arty fire?

Plus, with the ramjet, there's a good chance that you can take one of the artillery units too.

---

---

Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [GEORGE ZIMMER](#) on Tue, 04 Mar 2008 20:29:33 GMT  
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Again, the 500 sniper ISN'T better than the Ramjet- Infact, there's not too many things it's better in, but it can still do its job, but at half the cost, and give alot less points to the enemy. I've been in a few servers (Not too many times as I generally don't snipe in AOW's very often) where we've won by just a few points- And, I was either rarely a ramjet user, or never a ramjet user. Had I been, and if I died, chances are I'd have just given them more points.

So, unless you're an expert camper and plan on never dying and can provide decent support to your teammates instead of just killwhoring, it's probably a better idea to go for the 500 sniper in an AOW.

---

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Sniper\\_De7](#) on Tue, 04 Mar 2008 22:35:29 GMT  
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Calx wrote on Tue, 04 March 2008 08:05Sniper\_De7 wrote on Mon, 03 March 2008 21:33What's with this "sneakiness" deal? If you're in field, and you're in an arty, and you don't see snipers any more clearer with a ramjet than a 500, you're probably terrible at being in a vehicle. There's only like 3 areas they'll ever be, depending on how far your team is on the field. If you're barraging the



war factory with an art, chances are the only place a sniper will be hitting you will be in its own base, or on the waterfall. It takes .5 seconds to check the waterfall (Which, any good person checks regularly). If you're just coming out of your base, it's going to be the bunkers, waterfall, or other team's base entrance. The biggest difference between using a ramjet and not using a ramjet, is that if it's just an engineer in an arty/MRL, a ramjet can actually do enough damage that the person inside the vehicle could just hop out for a few seconds, repair, and try and kill you. With an engineer against a ramjet, you don't always have that luxury unless you can hide behind something. In general, unless a person repairing a vehicle is pretty dumb, they're not going to be standing still eating a bagel. They're going to move around, and even if a 500 sniper misses, it'll show up on their screen they're being fired at and they can just get inside the tank and look. There's really only ever going to be 2-3 spots EVER where a sniper is going to be. Blue streaks isn't really going to make all the more difference. Ramjets are a clear winner against pretty much anything they're good at killing - Infantry, light armoured vehicles. Though if all you're doing is sniping infantry in the tunnel, then you're probably better off money-wise to buy a 500 snipers. You gain the same amount of points/cash per kill and one shot to the head does it, or one more shot then the ramjet. If you've got all the money in the world, then ramjet's still better. Then again, you aren't being very useful, either.

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Anyways, Hi.

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ad hominem much?

For one thing, I know I haven't played renegade in a very good while. One thing I don't remember is bushes on field. Correct me if I'm wrong when I say that there isn't any? Besides, when you play a game for so long, you see what's \*different\* in the surroundings. It's not much different in say, counter-strike. You see something you don't normally see, a terrorist skin or whatever else, and you spot it. It's the way your vision works. Thanks to third person view, you can see over hills, around hills and lots of different places. If a sniper is shooting me, 500 or 1000, I'll know where he'd be shooting at me in a matter of seconds. It doesn't take super-eye vision to find out. To me, this just looks like obvious troll is obvious. In order to see where a 1000 sniper is shooting from, you have to be looking at the direction he's shooting. Normally, if I just do a 360 spin, it's all I need to know to find the person. 500 sniper, 1000 sniper, any character. It's not hard.

There are not quote, ONE OF TEH HUNDREDS!!!!!!!!!!1111, endquote, of spots on field to hide without being in absolute plain sight. Depending on where your vehicle is, there's only few possible choices where a sniper can be. On \*any\* map. Anyways, I'm done. Have fun

---

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Subject: Re: Sniper Rifle vs. Noobj: The Argument  
Posted by [Chimp](#) on Tue, 04 Mar 2008 23:29:13 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Sniper\_De7 wrote on Tue, 04 March 2008 16:35Calx wrote on Tue, 04 March 2008 08:05Sniper\_De7 wrote on Mon, 03 March 2008 21:33What's with this "sneakiness" deal? If you're in field, and you're in an arty, and you don't see snipers any more clearer with a ramjet than a 500, you're probably terrible at being in a vehicle. There's only like 3 areas they'll ever be, depending on how far your team is on the field. If you're barraging the war factory with an art, chances are the only place a sniper will be hitting you will be in its own base, or on the waterfall. It takes .5 seconds to check the waterfall (Which, any good person checks regularly). If you're just coming out of your base, it's going to be the bunkers, waterfall, or other team's base entrance. The biggest difference between using a ramjet and not using a ramjet, is that if it's just an engineer in an arty/MRL, a ramjet can actually do enough damage that the person inside the vehicle could just hop out for a few seconds, repair, and try and kill you. With an engineer against a ramjet, you don't always have that luxury unless you can hide behind something. In general, unless a person repairing a vehicle is pretty dumb, they're not going to be standing still eating a bagel. They're going to move around, and even if a 500 sniper misses, it'll show up on their screen they're being fired at and they can just get inside the tank and look. There's really only ever going to be 2-3 spots EVER where a sniper is going to be. Blue streaks isn't really going to make all the more difference. Ramjets are a clear winner against pretty much anything they're good at killing - Infantry, light armoured vehicles. Though if all you're doing is sniping infantry in the tunnel, then you're probably better off money-wise to buy a 500 snipers. You gain the same amount of points/cash per kill and one shot to the head does it, or one more shot then the ramjet. If you've got all the money in the world, then ramjet's still better. Then again, you aren't being very useful, either.

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Anyways, Hi.

You my good sir, are an idiot.

Lets see: Bushes on field with a 500 or a ramjet. Yeah, I'm going to see the freaking blue streak. Maybe you have super-man-vision, but I don't, and if some little sneaky dead eye or black hand sniper is hiding in ONE OF THE HUNDREDS of dark little corners of various maps, chances are that I'm not going to see him. Lets not forget, that in the heat of battle, when people are taking damage over and over, and their techs are being hurt constantly, they don't know WHAT killed

them unless you give them a reason to, IE: a long blue streak coming out of the corner of a map. If you honestly don't see the advantage of a 500, you are a complete douche.

ad hominem much?

For one thing, I know I haven't played renegade in a very good while. One thing I don't remember is bushes on field. Correct me if I'm wrong when I say that there isn't any? Besides, when you play a game for so long, you see what's \*different\* in the surroundings. It's not much different in say, counter-strike. You see something you don't normally see, a terrorist skin or whatever else, and you spot it. It's the way your vision works. Thanks to third person view, you can see over hills, around hills and lots of different places. If a sniper is shooting me, 500 or 1000, I'll know where he'd be shooting at me in a matter of seconds. It doesn't take super-eye vision to find out. To me, this just looks like obvious troll is obvious. In order to see where a 1000 sniper is shooting from, you have to be looking at the direction he's shooting. Normally, if I just do a 360 spin, it's all I need to know to find the person. 500 sniper, 1000 sniper, any character. It's not hard.

There are not quote, ONE OF TEH HUNDREDS!!!!!!!!!!!!1111, endquote, of spots on field to hide without being in absolute plain sight. Depending on where your vehicle is, there's only few possible choices where a sniper can be. On \*any\* map. Anyways, I'm done. Have fun

All you basically have said is that "well, I 'CAN' see a sniper.", not that you WIIL. TBH, I've played plenty of volcano games where I was a humble little soldier wandering my base, and a 500 sniper was somewhere half way across the map or on the outskirts of the tiberium field picking me off, hiding in the shadows, and I had no idea where he was coming from.

---

Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [BigBoy84](#) on Wed, 05 Mar 2008 09:00:48 GMT  
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kannies wrote on Thu, 28 February 2008 08:22Spoony wrote on Thu, 28 February 2008 07:53  
This doesn't explain why 500s are better at it than ramjets.

Because their shots cant be seen, with is not saying 500's are better, but its an advantage.

But in all fairness to this debate, the ramjet does appear to have a lot more plus points which far outweigh the 500's.

Another element to this, a GROUP of jets can be devastating to light armour, taking down mrls or arties very quickly before they have a chance to retaliate.

As I originally said, 500's usefull for cunning stealthy sniping.

Ramjets more for hardcore, straight to the point purposes and overall is better (should be for 500 more).

Any1 who denies that is thinking more about the skill needed to wield a 500 rifle to compensate for its flaws in damage and reload times. But if you already have those skills and instead wield a ramjet, you can kick ass!

Thus making the Ramjet better overall.

I reiterate, to remind you that this is how it is. SniperDE7, saying 'what all this stealth business?' well its sniping! Sniping is basically eliminating opponents from a concealed location #ref wikipedia.

I get the feeling a lot of people on this forum underestimate 500's and how dangerous they can be.....

---

Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Sniper\\_De7](#) on Wed, 05 Mar 2008 11:24:46 GMT  
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Or we can just spot them just as easily?

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [BigBoy84](#) on Wed, 05 Mar 2008 13:09:15 GMT  
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Yes there are only 3-4 places to hide in field, or any other fan maps. But put yourself in an unfamiliar environment, play on UNrules or Jellymappack and use those same principals.

The map, The\_Last\_Stand, not 3 or 4 bushes but 100's of trees and overgrowth on the hills to hide in, a 500 would make a lethal assassin....

---

Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Herr Surth](#) on Wed, 05 Mar 2008 13:28:22 GMT  
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You totally went from "500s ON FIELD ARE GRAET!" to "WELL OK THAY ARNT BUT THEY AR ON MAPS YOU'VE NEVER PLAYD!"

Quote:All you basically have said is that "well, I 'CAN' see a sniper.", not that you WIIL. TBH, I've played plenty of volcano games where I was a humble little soldier wandering my base, and a 500 sniper was somewhere half way across the map or on the outskirts of the tiberium field picking me off, hiding in the shadows, and I had no idea where he was coming from. On Volcano?

HAHAHAHA. Ok.

---

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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.

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Goztow](#) on Wed, 05 Mar 2008 14:32:47 GMT  
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---

Ofcourse the skin and model still helps you when you're sitting behind a rock, then pop out for a sec and go back. No reticle system will help u there...

---

---

Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Herr Surth](#) on Wed, 05 Mar 2008 14:37:10 GMT  
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No, because i will spot you regardless.

---

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [BigBoy84](#) on Wed, 05 Mar 2008 14:45:31 GMT  
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Generally if I pick up a 500, I usually avoid engaging vehicles, unless its some lone arty by itself. If I picked up a ramjet, then I would be tempted to take pot shots at a group of arties.

Ramjet = Upfront combat, no hiding or stealth inteneded, no fear.

500 = Stay hidden, make your movements conclealed, be selective of which opponents you engage and u need patience + a little more hand/eye coordination to get those much desired head shots.

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Herr Surth](#) on Wed, 05 Mar 2008 15:25:18 GMT  
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You see, with Ramjets you can actually engage Targets that pose a thread (arts, helicopters), and with 500s, you cant. Its simple as that.

---

---

Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [BigBoy84](#) on Wed, 05 Mar 2008 16:15:08 GMT  
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Very true

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Chimp](#) on Wed, 05 Mar 2008 16:26:45 GMT  
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You see, with a 500, you won't need to engage them, you pop them in the head and they'll never know what hit them.

---

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Herr Surth](#) on Wed, 05 Mar 2008 16:28:39 GMT  
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I'd seriously like to see you headshotting my Arty, Imfao.

---

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [BigBoy84](#) on Wed, 05 Mar 2008 16:58:38 GMT  
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Maybe if you try to align your shot so it goes up the barrel of the gun?

Though for this to work, the arty gun has to be pointing directly at you.....

---

---

Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Chimp](#) on Wed, 05 Mar 2008 17:10:41 GMT  
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---

It will be if you use a ramjet.

---

Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Herr Surth](#) on Wed, 05 Mar 2008 17:13:18 GMT  
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---

it will also if you have a 500 sniper. You build your argument up on the fact that the enemy arty is to dumb to notice a sniper.

---

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [BigBoy84](#) on Wed, 05 Mar 2008 17:30:48 GMT  
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One on One, a havoc would PWN an arty no matter how good both players are. The havoc would probably come away with damage though.

For a 500' it is significatly more difficult which is preciscly the reason I tend not to engage tanks when i use a 500.

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Herr Surth](#) on Wed, 05 Mar 2008 17:38:31 GMT  
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---

You DO know that you cant kill an arty with a sniper in a 1on1 unless the arty is really fucking stupid or... well, really fucking stupid.

---

---

Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Chimp](#) on Wed, 05 Mar 2008 17:43:44 GMT  
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I'm not saying a 500 can take down an arty, I'm talking about which is better for taking down a tech. Once the tech falls, the arty falls. Its as simple as that. I can guarantee you that if an arty is half way across the map on Field hitting the WF, and I'm behind it with a 500 in the little bunker closest to the Nod base, I WILL kill their tech without them seeing me.

---

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Herr Surth](#) on Wed, 05 Mar 2008 17:48:26 GMT  
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ok, want like, a clanwar so we can test how far your sniper comes? How do you think you can come all the way to the Nod Bunker without being seen? Its a way of like, 15-30 Seconds.

---



Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Chimp](#) on Wed, 05 Mar 2008 18:08:33 GMT  
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You walk there.....You come out of the gdi base, up near the GDI bunker, back down, up near the Nod bunker...And if arty's are in front of your base, you simply go through the waterfall entrance. Its really not that hard.

---

---

Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Herr Surth](#) on Wed, 05 Mar 2008 18:12:41 GMT  
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except the motherfucking arty already stands right next to the GDI bunker because its actually cheaper then your useless Sniper?

Not to mention i could simply fire 2-3 shots into each bunker and see if i get points for it...

---

---

Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Chimp](#) on Wed, 05 Mar 2008 18:36:22 GMT  
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---

Uhhh which is why I said, you go through the waterfall and go into the NOD BUNKER. How many times does an arty check the surrounding crevices with shells and stop its harassment of buildings? 99% of the time, never.

---

---

Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Herr Surth](#) on Wed, 05 Mar 2008 18:43:18 GMT  
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Quote:You come out of the gdi base, up near the GDI bunker, back down

---

---

Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Sniper\\_De7](#) on Wed, 05 Mar 2008 18:47:25 GMT  
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---

Any good player would have seen you walking down from the waterfall. (As I said) Periodically checking the waterfall every few seconds (between shots of your arty) and you provide a sure fire way of spotting snipers. I've seen \*many many\* snipers trying to do what you do, only, at half way point down the ramp, I've spotted them only to the point where if they go back up the waterfall, they're dead. If they go down? they're dead.



After that? They generally stay on top. They know better. Your plan works against people who are less experienced. IE an engineer can go ahead and sneak behind an arty in the same way a sniper can (hell, you can even put a timed on one and two remotes on another) But against any good player, they'd spot either character before they were any threat. But you're assuming the person is bad and doesn't check. In which case, any character will work if they're able to come up from behind like that. And hell, I'm talking about when I'm in an arty and I'm checking, what the hell is this repair person doing while he's just targetting my arty? Eating bagels?

[edit] Just to further debunk, when I'm exiting my base I'll be searching for any snipers in any bunkers considering I have to wait till I get further out in the field before I can do damage. You'll bet I'll be watching my points to see if I hit anything.

---

Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Chimp](#) on Wed, 05 Mar 2008 20:20:27 GMT  
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Surth wrote on Wed, 05 March 2008 12:43Quote:You come out of the gdi base, up near the GDI bunker, back down

Then I said, if ARTIES ARE OUTSIDE OF THE BASE, you can GO THROUGH THE WATERFALL.

Learn to read plx. .

@sniper: major tl;dr. Nothing I haven't heard you say and be wrong with already, I'm sure.

---

Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Herr Surth](#) on Wed, 05 Mar 2008 20:30:04 GMT  
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Quote:Learn to read plx. .  
Quote:  
@sniper: to long, didnt read.

---

Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [MGamer](#) on Wed, 05 Mar 2008 22:32:10 GMT  
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SNIPER ftw THE ramjet is gay

---

Subject: Re: Sniper Rifle vs. Noobjet: The Argument

Posted by [Chimp](#) on Wed, 05 Mar 2008 23:07:58 GMT

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Surth wrote on Wed, 05 March 2008 14:30Quote:Learn to read plx. .

Quote:

@sniper: to long, didnt read.

I know how to read. I just don't care to read. Big differince

Back on topic.....

You're a douche, the sniper wins, ramjet = epic phail. That about sums it up.

---

---

Subject: Re: Sniper Rifle vs. Noobjet: The Argument

Posted by [Spoony](#) on Wed, 05 Mar 2008 23:42:20 GMT

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sorry calx, there's not a nice way to say this but you really don't understand this game very well.

kannies wrote on Wed, 05 March 2008 11:30One on One, a havoc would PWN an arty no matter how good both players are.

neither do you, it seems

---

---

Subject: Re: Sniper Rifle vs. Noobjet: The Argument

Posted by [GEORGE ZIMMER](#) on Thu, 06 Mar 2008 00:09:00 GMT

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---

Ramjet doesn't exactly fail, it's quite win, although I hate how most everyone thinks they're some kind of god with it.

Both win quite a large amount, although I personally just prefer the 500 sniper, for various reasons I listed before.

---

---

Subject: Re: Sniper Rifle vs. Noobjet: The Argument

Posted by [Chimp](#) on Thu, 06 Mar 2008 00:13:41 GMT

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Spoony wrote on Wed, 05 March 2008 17:42sorry calx, there's not a nice way to say this but you really don't understand this game very well.

kannies wrote on Wed, 05 March 2008 11:30One on One, a havoc would PWN an arty no matter how good both players are.

neither do you, it seems

---

There isn't a nice way to see you're an egotistical cock either, but hey....If we aren't cutting corners...

I love how people assume that someone sucks at a game without having ever seen them play it. Ftw.

---

Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Sniper\\_De7](#) on Thu, 06 Mar 2008 00:28:37 GMT  
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Obvious troll is obvious

---

Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Sniper\\_De7](#) on Thu, 06 Mar 2008 00:32:01 GMT  
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Calx wrote on Wed, 05 March 2008 14:20Surth wrote on Wed, 05 March 2008 12:43Quote:You come out of the gdi base, up near the GDI bunker, back down

Then I said, if ARTIES ARE OUTSIDE OF THE BASE, you can GO THROUGH THE WATERFALL.

Learn to read plx. .

@sniper: major tl;dr. Nothing I haven't heard you say and be wrong with already, I'm sure.

If you're too ignorant to answer, anyways, explain how your plan works if someone in an artillery watches the waterfall? After not being able to go out through the front of the base, and not being able to go down the waterfall. You don't have very many options left, do you, detective?

---

Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Chimp](#) on Thu, 06 Mar 2008 00:59:19 GMT  
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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, sydneyes 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, sydneyes, 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 1000000000000%, 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.

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Subject: Re: Sniper Rifle vs. Noobj: The Argument  
Posted by [Spoony](#) on Thu, 06 Mar 2008 01:26:07 GMT  
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Calx wrote on Wed, 05 March 2008 18:59 There isn't a nice way to see you're an egotistical cock either, but hey....If we aren't cutting corners...  
except I'm not, you're just lashing out.

Calx wrote on Wed, 05 March 2008 18:59 I love how people assume that someone sucks at a game without having ever seen them play it. Ftw  
no, I assume you suck at the game based on the fact you've been absolutely dead wrong about almost everything you've said on the subject

Calx wrote on Wed, 05 March 2008 18:59 I repeat, how many times does an arty:

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see A and B

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and once again you demonstrate the fact you've never played against a good arty user, otherwise you'd be saying "they shoot you in the gut and you've wasted the money you spent on the sniper"

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Calx wrote on Wed, 05 March 2008 18:59Just accept the fact you are wrong. Its okay to be wrong.  
You first chief, considering the staggering number of times you have been wrong.

---

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Chimp](#) on Thu, 06 Mar 2008 01:52:13 GMT  
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Spoony wrote on Wed, 05 March 2008 19:26Calx wrote on Wed, 05 March 2008 18:59There isn't a nice way to see you're an egotistical cock either, but hey....If we aren't cutting corners... except I'm not, you're just lashing out.

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Calx wrote on Wed, 05 March 2008 18:59 Just accept the fact you are wrong. Its okay to be wrong.

You first chief, considering the staggering number of times you have been wrong.

Lol? All you've basically said here is. "NO U". You've said, Okay. I'll do this. Not how or in what way you'll do this.

Go play the tutorial for awhile until you figure out how to drive an APC.

---

Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [nikki6ixx](#) on Thu, 06 Mar 2008 02:14:16 GMT  
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I have splinters, and gashes in my forehead because this thread has caused me to repeatedly hit my head against my cheap IKEA desk.

---

Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Starbuzz](#) on Thu, 06 Mar 2008 02:23:44 GMT  
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nikki6ixx wrote on Thu, 06 March 2008 02:14 I have splinters, and gashes in my forehead because this thread has caused me to repeatedly hit my head against my cheap IKEA desk.

I actually tore out my right eye after reading this thread.

---

Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Dover](#) on Thu, 06 Mar 2008 03:36:38 GMT



Calx wrote on Wed, 05 March 2008 17:52Spoony wrote on Wed, 05 March 2008 19:26Calx wrote on Wed, 05 March 2008 18:59There isn't a nice way to see you're an egotistical cock either, but hey....If we aren't cutting corners...  
except I'm not, you're just lashing out.

Calx wrote on Wed, 05 March 2008 18:59I love how people assume that someone sucks at a game without having ever seen them play it. Ftw  
no, I assume you suck at the game based on the fact you've been absolutely dead wrong about almost everything you've said on the subject

Calx wrote on Wed, 05 March 2008 18:59I repeat, how many times does an arty:

A. Think to watch the waterfall  
in my case? always

Calx wrote on Wed, 05 March 2008 18:59B. Stop attacking the WF and attack the waterfall  
in my case? always

Calx wrote on Wed, 05 March 2008 18:59C. Even really give a crap  
see A and B

Calx wrote on Wed, 05 March 2008 18:5999% of the time, never.  
then you play against people who suck. Anyone decent in an arty would make you realise how totally wrong you are.

Calx wrote on Wed, 05 March 2008 18:59If you attack the arty's tech, attacking you means that have to take the time to find you, which could take 3-10 seconds.  
or one second if they have a brain, since there's only two places the sniper can be.

Calx wrote on Wed, 05 March 2008 18:59Next, they have to move their artillery cannon, which is horribly slow, to where you are, lets add a second or so there.  
you don't have a clue how to use an arty if you think the cannon spins "horribly slowly"

Calx wrote on Wed, 05 March 2008 18:59They 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.  
and once again you demonstrate the fact you've never played against a good arty user, otherwise you'd be saying "they shoot you in the gut and you've wasted the money you spent on the sniper"

Calx wrote on Wed, 05 March 2008 18:59Heres 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.  
and once again, the evidence that you've never played against anyone decent is blindingly apparent.

Calx wrote on Wed, 05 March 2008 18:59Just accept the fact you are wrong. Its okay to be



wrong.

You first chief, considering the staggering number of times you have been wrong.

Lol? All you've basically said here is. "NO U". You've said, Okay. I'll do this. Not how or in what way you'll do this.

Go play the tutorial for awhile until you figure out how to drive an APC.

Spoony, I have to agree here. Mwright is correct here.

And on using Volt Auto Rifles to take down flying vechs.

And on Renegade's projectile system.

And on the Chem Sprayer.

And on </sarcasm>

...Fuck it.

Mwright, learn to identify and respect those who know more about the game in matters like this.

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Spoony](#) on Thu, 06 Mar 2008 04:04:52 GMT

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Calx wrote on Wed, 05 March 2008 19:52Lol? All you've basically said here is. "NO U". You've said, Okay. I'll do this. Not how or in what way you'll do this.

How very unpredictable that you'd completely sidestep the fact you were dead wrong again.

Calx wrote on Wed, 05 March 2008 19:52Go play the tutorial for awhile until you figure out how to drive an APC.

I'll get right on that.

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Chimp](#) on Thu, 06 Mar 2008 04:20:48 GMT

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Spoony wrote on Wed, 05 March 2008 22:04Calx wrote on Wed, 05 March 2008 19:52Lol? All you've basically said here is. "NO U". You've said, Okay. I'll do this. Not how or in what way you'll do this.

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Calx wrote on Wed, 05 March 2008 19:52Go play the tutorial for awhile until you figure out how to drive an APC.

I'll get right on that.

You keep saying, "NO U". You say I'm wrong, without proving me wrong.

you-epic-phail[/Calx]

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [nikki6ixx](#) on Thu, 06 Mar 2008 04:21:23 GMT  
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This is almost as awesome as that massive debate on n00bstories about arties vs shotgunners!

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Spoony](#) on Thu, 06 Mar 2008 05:51:41 GMT  
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Calx wrote on Wed, 05 March 2008 22:20 You keep saying, "NO U". You say I'm wrong, without proving me wrong.

you-epic-phail[/Calx]

except for that post where I proved you wrong again and again, to which you obviously can't think of any rebuttal but are far too ignorant to simply stop trying to argue

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Sniper\\_De7](#) on Thu, 06 Mar 2008 06:08:34 GMT  
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Calx wrote on Wed, 05 March 2008 22:20 Spoony wrote on Wed, 05 March 2008 22:04 Calx wrote on Wed, 05 March 2008 19:52 Lol? All you've basically said here is. "NO U". You've said, Okay. I'll do this. Not how or in what way you'll do this.  
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Calx wrote on Wed, 05 March 2008 19:52 Go play the tutorial for awhile until you figure out how to drive an APC.  
I'll get right on that.

You keep saying, "NO U". You say I'm wrong, without proving me wrong.

you-epic-phail[/Calx]

no u

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [\\_SSnipe\\_](#) on Thu, 06 Mar 2008 07:56:47 GMT  
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fuck noobjets.....500 snipers all the way baby....thats the only way to do it dont be a noob!

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Subject: Re: Sniper Rifle vs. Noobjets: The Argument  
Posted by [Dover](#) on Thu, 06 Mar 2008 08:13:00 GMT  
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I hope everyone who voted for the 500 sniper enjoys their momentary boost to their e-pen0r while spoony and I crush you with transport choppers.

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Subject: Re: Sniper Rifle vs. Noobjets: The Argument  
Posted by [BigBoy84](#) on Thu, 06 Mar 2008 09:00:42 GMT  
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Spoony wrote on Wed, 05 March 2008 17:42sorry calx, there's not a nice way to say this but you really don't understand this game very well.

kannies wrote on Wed, 05 March 2008 11:30One on One, a havoc would PWN an arty no matter how good both players are.  
neither do you, it seems

Forgot to mention, gotta be a considerable distance between the 2 to take advantage of arty inaccuracy. And Yes I understand the game very well + I'm respecting other peoples opinions and not just saying 'i'm right, every1 else is wrong' like calx

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Subject: Re: Sniper Rifle vs. Noobjets: The Argument  
Posted by [BigBoy84](#) on Thu, 06 Mar 2008 09:08:49 GMT  
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BTW i've been playin longer than 26 months (the number of posts I have). And yes Spoony Great strategy guides on WIKI. But tbh i think i'm a bit too old for these forums as it seems every1 is so stubborn is their set ways.

A simple tactics and strategies section turns into a spam fest to see who has a bigger \*\*\*\*.....

I'm out, cu in game sometime maybe.....

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Subject: Re: Sniper Rifle vs. Noobjets: The Argument  
Posted by [sadukar09](#) on Thu, 06 Mar 2008 12:01:59 GMT  
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kannies wrote on Thu, 06 March 2008 03:08BTW i've been playin longer than 26 months (the

number of posts I have). And yes Spooky Great strategy guides on WIKI. But tbh i think i'm a bit too old for these forums as it seems every1 is so stubborn is their set ways.

A simple tactics and strategies section turns into a spam fest to see who has a bigger cock.....

I'm out, cu in game sometime maybe.....  
An adult doesn't use IM language in forums.

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [Herr Surth](#) on Thu, 06 Mar 2008 12:54:42 GMT  
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Hey Calx, might i ask you a few questions?

Why are you so dumb?  
Why are you sooo dumb?

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Subject: Re: Sniper Rifle vs. Noobjet: The Argument  
Posted by [trooprm02](#) on Thu, 06 Mar 2008 14:37:42 GMT  
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LOL @ calling me a known cheater, yet telling spooky to learn to play, hahaha.

I never knew homosexuality effects your IQ

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