Kanezor wrote on Thu, 09 February 2006 16:10I wouldn't miss snipers if they left the game, especially since "sniper wars" usually turn out to be a big jumpfest of retardation where the laggiest and luckiest player gets all the kills.

I see your point. The person with the better computer and connection will usually win the snipe wars. Point well said.

However, there was a reply said earlier about putting the ramjet bullets per clip to 1. I solely agree with this. Make shots count more instead of shooting and hopefully hitting someone.

This is a debate that has sturred up alot of attention and i like the fact that everyone is so open on it and it hasnt turned into a flame war. (which ive noticed, these forums are getting better at controlling)

I dont like the idea of taking out snipers. Because, simply, its a war game. Fantasy war, yes, but still war. You tell me what kind of army doesnt have their sharp shooters?

Its like any infantry. I can pwn most people with a simple engineer with a pistol. But you dont see them coming and talking about eliminating them.

Its all about balance, making their head shots a one kill, i agree with. However, they should scale down the damage to tanks. And the damage to body shots.

As far as I know, their arent "damage regions" (for example: the head being 1 hit KO while as the foot would take like 10 shots) If they introduced something like this, i believe that the balance would be created and the people would stop their bitching.