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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.

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