
Subject: Snipers?

Posted by [=HT=T-Bird](#) on Wed, 08 Feb 2006 01:36:19 GMT

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Would you play in a server where sniper units were prohibited/disabled? (simple yes/no suffices)

Subject: Re: Snipers?

Posted by [Ryan3k](#) on Wed, 08 Feb 2006 01:36:59 GMT

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Subject: Re: Snipers?

Posted by [JeepRubi](#) on Wed, 08 Feb 2006 01:44:27 GMT

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hell ya , sorry , Yes

Subject: Re: Snipers?

Posted by [Renx](#) on Wed, 08 Feb 2006 02:09:37 GMT

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It was a nice change every so often back when the HT server had players.

Subject: Re: Snipers?

Posted by [Crimson](#) on Wed, 08 Feb 2006 04:22:32 GMT

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Absolutely not. It completely messes up the balance of the game.

Subject: Re: Snipers?

Posted by [Kamuix](#) on Wed, 08 Feb 2006 04:26:29 GMT

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Yea. Sniping isn't my thing but I dont mind it.

Subject: Re: Snipers?

Posted by [PointlessAmbler](#) on Wed, 08 Feb 2006 04:44:54 GMT

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I'm really more sick of Ramjets than the 500-credit Sniper character.

Subject: Re: Snipers?

Posted by [Dr. Lithius](#) on Wed, 08 Feb 2006 08:26:28 GMT

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PointlessAmbler wrote on Tue, 07 February 2006 21:44 I'm really more sick of Ramjets than the 500-credit Sniper character. Pathetic as it sounds, I second this motion. So...obviously...I vote "yes".

Subject: Re: Snipers?

Posted by [=HT=T-Bird](#) on Wed, 08 Feb 2006 13:05:48 GMT

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Crimson wrote on Tue, 07 February 2006 22:22 Absolutely not. It completely messes up the balance of the game.

Hourglass isn't in the map rotation and City Flying stays balanced because of PIC's and Ravens...

Subject: Re: Snipers?

Posted by [Nukelt15](#) on Wed, 08 Feb 2006 16:21:25 GMT

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500 snipers are fine...they're only a 1-hit-kill potential if it's a headshot, and they aren't nearly as potent against aircraft.

n00bjets should be wiped off the face of the earth.

Subject: Re: Snipers?

Posted by [trooprm02](#) on Wed, 08 Feb 2006 22:29:16 GMT

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Crimson wrote on Tue, 07 February 2006 22:22 Absolutely not. It completely messes up the balance of the game.

Agreed

Subject: Re: Snipers?

Posted by [Dr. Lithius](#) on Thu, 09 Feb 2006 00:13:41 GMT

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I gotta ask... What was Westwood intending for the Ramjet Rifle? Did they just want to make a Super Sniper Rifle of sorts, or did they want to make some sort of psycho-extreme-range-anti-light vehicle gun with it as well? If the former, why not mount a scope on Personal Ion Cannons and Railguns, and if the latter, why did they goof on the Light Armor so badly? Time constraints?

Subject: Re: Snipers?

Posted by [csskiller](#) on Thu, 09 Feb 2006 01:15:25 GMT

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Too bad it's not possible (maybe it is I don't know) to reduce the damage for shooting the main part of the vehicle, but keep it the same for say the windows and doors.

Subject: Re: Snipers?

Posted by [bisen11](#) on Thu, 09 Feb 2006 02:39:31 GMT

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I'm not as sick of ramjets as I am stealth beacons.

Subject: Re: Snipers?

Posted by [Feetseek](#) on Thu, 09 Feb 2006 03:06:26 GMT

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err... i use ramjets(maybe im a NOOB), but i like using them since they have more armor and can take more damage.

Subject: Re: Snipers?

Posted by [rain767](#) on Thu, 09 Feb 2006 05:21:35 GMT

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I'm a sniper... I couldn't live without it lol....

Subject: Re: Snipers?

Posted by [Dave Anderson](#) on Thu, 09 Feb 2006 05:41:59 GMT

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Quote:I gotta ask... What was Westwood intending for the Ramjet Rifle? Did they just want to make a Super Sniper Rifle of sorts, or did they want to make some sort of

psycho-extreme-range-anti-light vehicle gun with it as well? If the former, why not mount a scope on Personal Ion Cannons and Railguns, and if the latter, why did they goof on the Light Armor so badly? Time constraints?

Quote:[Stats]

Weapon type: Shrapnel

Damage: 200

Range: 300

Velocity: 400

Rate of fire: .75

Spray: 1

Splash Radius/Damage: none/none

Clip size: 4

Maximum inventory (shots): 32

Reload time: 2.06 sec

[Damage Modifier]

vs Flesh: 1.0

vs Fire suits: 1.0

vs Hazmat suits: 1.0

vs Mutant: 0.5

vs Vehicle (light): 0.1

vs Vehicle (heavy): 0.25

vs Structure: 0.001

The Ramjet rifle is a high-tech sniper rifle with the same scope capabilities but far more powerful rounds; it has twice as much damage as the sniper rifle, the same as a personal ion cannon. With jet-propelled shells roaring from its barrel, the ramjet is fatal against all infantry and even potentially dangerous against vehicles. Though its rate of fire is lower than the sniper rifle, its reload time is faster.

Subject: Re: Snipers?

Posted by [pujols005](#) on Thu, 09 Feb 2006 06:44:33 GMT

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Sniper here too but I use mostly 500 now

Subject: Re: Snipers?

Posted by [light](#) on Thu, 09 Feb 2006 08:33:16 GMT

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Not as my first choice.

I missed snipers on the HazTeam server.

Subject: Re: Snipers?
Posted by [TD](#) on Thu, 09 Feb 2006 12:02:06 GMT
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Sometimes in big games I prefer to chill down and snipe a bit with the 500. HS'ing people that run around and stuff.

Subject: Re: Snipers?
Posted by [Goztow](#) on Thu, 09 Feb 2006 12:57:47 GMT
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No, messes up balance, just like changing objects.dbb does.

Subject: Re: Snipers?
Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 09 Feb 2006 20:34:21 GMT
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I think an infantry-only game without snipers would be pretty fun... If you've ever played a DM map, most people just choose snipers, and it isn't very interesting.

Subject: Re: Snipers?
Posted by [pujols005](#) on Thu, 09 Feb 2006 20:37:45 GMT
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I guess it would depend on what you consider interesting. Personally, I find sniping in infantry games to be pretty fun, but thats just me. I can see where you are coming from though, sometimes, when I wasn't a sniper yet, I hated playing against a ton of snipers. But sniping with a 500 sniper can be very, very fun.

Subject: Re: Snipers?
Posted by [Renegade](#) on Thu, 09 Feb 2006 21:05:34 GMT
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I wouldnt i'm always deadeye/BH sniper and i pwn with them. Why take way the unit that alot of people are good with?

Subject: Re: Snipers?
Posted by [Kanezor](#) on Thu, 09 Feb 2006 21:10:45 GMT
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I 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.

Subject: Re: Snipers?

Posted by [Renegade](#) on Thu, 09 Feb 2006 21:39:30 GMT

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Kanezor wrote on Thu, 09 February 2006 16:10 I 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.

Subject: Re: Snipers?

Posted by [=HT=T-Bird](#) on Fri, 10 Feb 2006 02:05:35 GMT

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Goztow wrote on Thu, 09 February 2006 06:57 No, messes up balance, just like changing objects.dbb does.

How? The only things I can think of is hillcamping in HGlass and Orcas/Apaches...but we don't have Hourglass in our map rotation and PIC/Rav>Orca/Apache any day of the week...

Subject: Re: Snipers?

Posted by [=HT=T-Bird](#) on Fri, 10 Feb 2006 02:09:05 GMT

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cheekay77 wrote on Thu, 09 February 2006 15:39 Kanezor wrote on Thu, 09 February 2006 16:10 I 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.

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Actually, the sharpshooter role doesn't disappear entirely when the actual snipers are taken out...it is simply played by different units! (PIC's and Ravs to be exact...which are FAR more flexible then a 500 sniper or even a ramjet in, say, the congested field of Islands)

Subject: Re: Snipers?

Posted by [Feetseek](#) on Fri, 10 Feb 2006 02:09:21 GMT

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i dont mind sniping but sniper wars- they're not really sniping. ppl just go in tunnels and shoot each other. its not real snipin

Subject: Re: Snipers?

Posted by [terminator 101](#) on Fri, 10 Feb 2006 02:36:08 GMT

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God, I really, really hate people who are a.snipers only and b.have very fast computer. I have been lagging a lot in this game, then got a better computer and I am still slightly lagging, so sniping is out of the question for me. Maybe if I decrease the details, and then I will be able to snipe.

Subject: Re: Snipers?

Posted by [Feetseek](#) on Fri, 10 Feb 2006 03:00:36 GMT

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..... i do both of those except for an occaisional lag storm that last a week or month

has anyone had a really laggy time and people startrun into walls, then u headshot them??? i get really annoyed since i accidentally do that sometimes i get in trouble for cheating when its the lag's fault

Subject: Re: Snipers?

Posted by [Crimson](#) on Fri, 10 Feb 2006 04:34:37 GMT

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Read up on Lag

Subject: Re: Snipers?

Posted by [Renerage](#) on Fri, 10 Feb 2006 04:41:05 GMT

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Feetseek wrote on Thu, 09 February 2006 22:00..... i do both of those except for an occaisional lag storm that last a week or month

has anyone had a really laggy time and people startrun into walls, then u headshot them??? i get really annoyed since i accidentally do that sometimes i get in trouble for cheating when its the lag's fault

Usually, I have so many friends in the games, that I laugh and continue. Nothing happens.

Though, i have been tested for big head/aimbot more then once.

Subject: Re: Snipers?

Posted by [Feetseek](#) on Fri, 10 Feb 2006 06:15:43 GMT

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gah! i have no friends. i'm a loser/loner

Subject: Re: Snipers?

Posted by [Renegade](#) on Fri, 10 Feb 2006 06:39:11 GMT

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Feetseek wrote on Fri, 10 February 2006 01:15gah! i have no friends. i'm a loser/loner

You know how you get friend in servers?

When your on same team, tell them to rush with you over and over again. They ebcome accustomed to you. And will eventually turst you as a friend.

I have so many friend because of this.

Subject: Re: Snipers?

Posted by [Feetseek](#) on Fri, 10 Feb 2006 06:57:13 GMT

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that's too much work... i don't have enough energy too do that plus i'm lazy. i mean, what have friends ever done for me?!

Subject: Re: Snipers?

Posted by [Renegade](#) on Fri, 10 Feb 2006 06:59:52 GMT

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Feetseek wrote on Fri, 10 February 2006 01:57 that's too much work... i don't have enough energy too do that plus i'm lazy. i mean, what have friends ever done for me?!

Pfft, you wont be saying that when a techie or two follow you just because they are cool with you. I took out most of their base with one artillery and two techs.

Subject: Re: Snipers?

Posted by [Goztow](#) on Fri, 10 Feb 2006 07:41:04 GMT

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=HT=T-Bird wrote on Thu, 09 February 2006 21:05Goztow wrote on Thu, 09 February 2006 06:57No, messes up balance, just like changing objects.dbb does.

How? The only things I can think of is hillcamping in HGlass and Orcas/Apaches...but we don't have Hourglass in our map rotation and PIC/Rav>Orca/Apache any day of the week...

A pic/rave is limited by its range. That makes the biggest difference and that makes all the difference.

Subject: Re: Snipers?

Posted by [JPNOD](#) on Sat, 11 Feb 2006 15:23:24 GMT

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+ it takes a ages to reload.. the orca/apache will already have killed the pic/rave

Subject: Re: Snipers?

Posted by [Canadacdn](#) on Sat, 11 Feb 2006 16:58:54 GMT

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I agree that ramjets should onlt be able to fire once, then reload. I'm so sick of everyone just buying ramjets all the time. Ramjets also take all the fun out of being able to drive aircraft.

Subject: Re: Snipers?

Posted by [SCOTT9](#) on Sun, 12 Feb 2006 21:16:36 GMT

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why didnt they make a sniper character with the normal sniper but with the armour of the n00bjets

Subject: Re: Snipers?

Posted by [Feetseek](#) on Thu, 23 Feb 2006 06:55:01 GMT

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people always complain about people using n00bjets. But you know what, you probably use them too so stop complaining please

Subject: Re: Snipers?

Posted by [Goztow](#) on Thu, 23 Feb 2006 07:43:27 GMT

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Feetseek wrote on Thu, 23 February 2006 01:55 people always complain about people using n00bjets. But you know what, you probably use them too so stop complaining please It's not a matter of using them, it's using them at the right time/place .

The only thing really annoying about ramjets it's the sick amount of points u get with them for shooting tanks.
