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Subject: Re: Snipers and Sniper Servers in Renegade

Posted by [Jecht](#) on Mon, 05 Sep 2005 16:31:37 GMT

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Joseph Collins wrote on Sun, 04 September 2005 22:26 Sniper servers suck.

. . . Well, okay, there's more to it than just that. . .

Think about it. What's the point? Unless you're planning a career as a legitimate sniper for the SWAT team or something, it's all utter trype. Even then, it's still just like one of those "bigger dick" things. Like with most online first-person shooters, if you can shoot straight and hit your target with a constant accuracy, you're hot-fucking-shit!

This. . . to me. . . is fucking weak. Don't get me wrong, it still takes accuracy to make a hit happen, sure. But c'mon! In Renegade?! For the most part, you could be moving, jumping, running, dodging, ducking, jumping more, and still manage to land a headshot due to the way the physics engine is set up. . . just so long as your reticle is read and that dot is smack dab on someone's head. (And don't even get me started about those mother-fucking corner kills and lag kills.) There is absolutely no reduction to base accuracy no matter how much you're moving. With any weapon. It's all the more irritating, however, when some jackass with a Ramjet crams it down your fucking throat at 100 paces without even trying! It's one thing to be sitting up there on a hill, scope zoomed in, and nailing a moving target. . . But to nail a moving target at that distances while you yourself are moving? What. . . the. . . fuck?! Grah. . .

Well, I'm done. Let the flames waft in the winds that are sure to follow.

Someone needs a hug.

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