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Subject: Re: had to keep a promise...

Posted by [PlastoJoe](#) on Wed, 26 Apr 2006 00:37:41 GMT

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Granted you're correct about the difference between ability and skill, sniping in many games (specifically ones without physics like BF2) still relies a lot on ability rather than skill. You can know a map like the back of your hand, but if you and another sniper are facing off, it really comes down to who will get the shot off first.

Also, the reticle in Renegade seems to require more accuracy in order to make a good shot than in other games. For example, Halo has a small circle as opposed to a single dot. The circle doesn't give a much bigger margin for error, but it is more nonetheless. So if a person's sniping involves a bunch of spastic jumping and haphazard shooting with low accuracy, yeah I see how that can be cheap. But the video had enough one-hit kills for it to draw my attention however much.

The consecutive kill parts were also enough for any montage, so why bash it just cause "sniping requires no skill?" If anyone else got 5+ kills in a row with an Automatic Rifle, I'd still think it was fairly impressive.

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