

---

Subject: Sniper Tactics...

Posted by [weesheep](#) on Thu, 22 Jan 2004 12:57:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Here's my opinion on the 2 sniper classes.

Overall the 500 sniper is actually the better character to use because:

1. You can't locate the 500 sniper by his shot (i.e. no blue tracer)
2. He is smaller and therefore harder to hit
3. EVERYONE gets more headshots with him (go figure)
4. They are more intimidating (I personally fear a 500 more than a 1000)

The only real advantage the 1000 characters have over a 500 are 2 shot kills (i.e. they do more damage) but as was stated earlier if you are aiming for the head this really isn't a point.

For AOW servers sometimes it is useful to use a ramjet sniper to kill off mob arts/mrls, buggies/humvees, also when those pesky non-sniper characters come rushing at you sometimes it's just too hard to HS em all and you need a quick 1/2 shot kill

Obvious advice on sniping:

1. Mainly use 3rd person view. The reason I say "mainly" is because you can see round corners and slightly behind you so it is very good for close range, however I personally find 1st person better for long range sniping (anyone else find this?).
  2. Always load up your pistol before you rush out to battle.
  3. I always zoom in to about 50% max magnification before I go out to battle.
  4. Always try to keep fully loaded but DO NOT reload after 1 shot when 3 snipers are rushing you, most likely you will die reloading
  5. Always strafe.
  6. Rather than ducking I tend to jump as this nullifies the possibility of a 1000 sniper accidentally hitting you in the head when you are ducking.
  7. Teamwork, if you have even 1 decent sniper covering your back it will be very hard for any non-organised team to overrun you.
-