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Subject: Renegade sniping in shambles

Posted by [ADM](#) on Mon, 03 Jan 2005 13:57:43 GMT

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Okay for those who don't know me I'm quite experienced at this game and in particular sniping. I created the first ever sniper clan in this game (during beta). Since beta I've been sniping and playing AOW quite a lot.

I only just joined Renegade again (after a few months of not playing), and for the past few weeks I've been playing under another name (N00bsnip2).

During this time, all I've done is play sniper games (my specialty). Now over the past week or so I've been repeatedly kicked and banned from servers for 'cheating'. There are only a few sniper servers that use RenGuard, and those that do are usually empty so there is no point of playing there.

I myself have RenGuard, I don't cheat - just I average about 18 headshots a game, and get about 30 kills a game. Now my main problem is with clan games, practically every game I get accused of cheating. So they 'test' me, I pass the test of course but then I still get kicked? Clan sniper games never have RenGuard on as they are usually small games.

In AOW I also snipe, I've been repeatedly kicked from the games. They try to force RG me, but of course I have RenGuard so it accepts me. They then get about 5 people to vote kick me, which in the end works. My team doesn't even vote 'no', they just asked how I managed to get 60+ kills.

Renegade sniping is nothing like it used to be. I've also spoken to other very good snipers and they just tell me the same, they are sick of it too.

Something needs to be done about this ASAP.

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Subject: Renegade sniping in shambles

Posted by [glyde51](#) on Mon, 03 Jan 2005 14:18:02 GMT

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The only thing that can be done is get every server to RenGuard.

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Subject: Renegade sniping in shambles

Posted by [ADM](#) on Mon, 03 Jan 2005 14:21:32 GMT

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I know, but I doubt that's going to happen.

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Subject: Renegade sniping in shambles

Posted by [cheesesoda](#) on Mon, 03 Jan 2005 14:31:41 GMT

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These morons bought the game for \$5 or with the C&C pack for \$15. They weren't around before cheats, so cheats is all they know. They're probably too stupid to fathom that someone from BETA could be playing. All in all, Renegade has been turned into a bargain bin deal. Once you go there, the game goes downhill. Morons and cheaters flock to this bargain bin game and decide to play it on their parents' computer and then whine, bitch, and moan when they find out that they're not the best player. Of course, not everybody is like this, but the majority is becoming this way.

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Subject: Re: Renegade sniping in shambles

Posted by [Spoony\\_old](#) on Mon, 03 Jan 2005 16:11:28 GMT

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ADMNow my main problem is with clan games, practically every game I get accused of cheating. So they 'test' me, I pass the test of course but then I still get kicked? Clan sniper games never have RenGuard on as they are usually small games.

Hmmm, well I've got a couple of renguard dedis for clan games, so does +FE+. (GDI-GT do as well, but since they always kick people when they're about to lose, they don't really count)

The problem with "sniper" clans now is they all seem to think islands tunnel is sniping. Now, when you play them, they tell you some bullshit rules like "no crack no loop no base entry no Shooting of any kind", which are not clanwar rules and never have been. The reason for this is nothing to do with fairness, it's because they like to make bullshit excuses when they lose to people who can actually snipe instead of wallpop. That's why...

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Subject: Renegade sniping in shambles

Posted by [ADM](#) on Mon, 03 Jan 2005 16:39:49 GMT

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I know the feeling, pisses me off. I was told yesterday that I wasn't allowed to use the harvester as cover as it was 'breaking the rules'. Pathetic, they've probably been playing the game for a couple of months, and they already think they control it.

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Subject: Renegade sniping in shambles

Posted by [Majiin Vegeta](#) on Mon, 03 Jan 2005 17:51:06 GMT

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there needs to me more PURE RG servers for sniping.. even with just basic RG running people can still use click bots

i've stoped visiting sniper servers .. the mods are retards and nobody uses renguard.. its worthless

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Subject: Renegade sniping in shambles

Posted by [evansnce](#) on Mon, 03 Jan 2005 17:57:15 GMT

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I agree totally, sniping on most servers has turned to crap, I stick to Fnsrv1 and Fnsrv2, maybe the occasional other game but not usually. I have found that those are the only servers where I don't get banned for "cheats"

Plus, I mod there. lol

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Subject: Renegade sniping in shambles

Posted by [Aircraftkiller](#) on Mon, 03 Jan 2005 18:10:03 GMT

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There is, and has been, no kind of "sniping" in this game. There is no recoil or skill involved, point in the area and you get the shot you want. It isn't hard at all to get 60+ kills a game in one of those servers when your only targets are people that move really slow.

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Subject: Renegade sniping in shambles

Posted by [ADM](#) on Mon, 03 Jan 2005 18:24:35 GMT

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I know but the common term used in Renegade is 'sniping'. Everyone instantly knows what you are talking about as soon as you say that. Plus Renegade sniping is high entertaining, that's why its so popular.

Sniping definitely requires skill, such as: movement patterns, reload timing, map knowledge, wall hugging, accuracy. view point (3rd/1st), chance/risk assesment, lag assesment, etc.

It might not be hard to get 60 kills in AOW, but I guarantee it's not easy when you play a sniper only game with people your own level of skill.

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Subject: Renegade sniping in shambles

Posted by [Aircraftkiller](#) on Mon, 03 Jan 2005 18:27:52 GMT

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No, it doesn't. I didn't need any of that "movement pattern" crap or anything else in the entire time I played on those idiotic servers. All I did was use badly designed cover to my advantage and kill opposition forces, it was not hard at all.

As I said, there is no skill. Only who can flicker faster in scope mode and use the most body shots with their n00b cannon "sniper rifles."

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Subject: Renegade sniping in shambles  
Posted by [Nightma12](#) on Mon, 03 Jan 2005 18:31:53 GMT  
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ACK, if you dont like Renegade, dont fucking post here then :rolleyes:

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Subject: Renegade sniping in shambles  
Posted by [ADM](#) on Mon, 03 Jan 2005 18:33:06 GMT  
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If you don't use scope you shouldn't have problems with people flickering. If you were to use ramjet in a sniper clan game, your team would most probably lose due to points given.

Also movement pattern does matter, you need to know when to duck/jump, otherwise I'm going to predict your next move and get that headshot.

Plus who needs bodyshots when you can get a headshot or neck shot?

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Subject: Renegade sniping in shambles  
Posted by [TankClash](#) on Mon, 03 Jan 2005 18:34:47 GMT  
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This thread isn't about liking Renegade, it's about how stupid players can be when they get killed and think "omg cheat".

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Subject: Renegade sniping in shambles  
Posted by [Nightma12](#) on Mon, 03 Jan 2005 18:35:26 GMT  
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exactly, now lets get back on topic

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Subject: Renegade sniping in shambles  
Posted by [Aircraftkiller](#) on Mon, 03 Jan 2005 18:41:04 GMT  
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We were on topic before n00bma came in and tried to tell me what to do. Go get in your box you stupid kid.

Quote:If you don't use scope you shouldn't have problems with people flickering. If you were to use ramjet in a sniper clan game, your team would most probably lose due to points given.

If you don't use scope mode, you still see people flicker around. Both n00b cannons, the "snipers,"

---

are based on body shots in that situation.

Quote:Also movement pattern does matter, you need to know when to duck/jump, otherwise I'm going to predict your next move and get that headshot.

You never need to jump or duck. Both simply get you killed.

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Subject: Renegade sniping in shambles

Posted by [BiGPooloG](#) on Mon, 03 Jan 2005 18:46:04 GMT

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AircraftkillerNo, it doesn't. I didn't need any of that "movement pattern" crap or anything else in the entire time I played on those idiotic servers. All I did was use badly designed cover to my advantage and kill opposition forces, it was not hard at all.

As I said, there is no skill. Only who can flicker faster in scope mode and use the most body shots with their n00b cannon "sniper rifles."

Want to play a sniper clan game then? Oh wait, THIS GAME SUCKS I DONT PLAY IT I JUST POST ON THESE FORUMS STILL K THX.

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Subject: Renegade sniping in shambles

Posted by [Aircraftkiller](#) on Mon, 03 Jan 2005 18:55:18 GMT

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Considering in the three years I played, I probably have seen more people, been in more servers and games and individual communities than you. So while I may not play this game anymore, I still post here because:

- A) I want to.
  - B) I can.
  - C) I feel like it.
  - D) I like advertising here and insulting the various people that whine and give me a few minutes of laughter.
  - E) People like you, who remind me why Darwin's theories were wrong.
- 

---

Subject: Renegade sniping in shambles

Posted by [cheesesoda](#) on Mon, 03 Jan 2005 18:58:44 GMT

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AircraftkillerE) People like you, who remind me why Darwin's theories were wrong. I wonder if that's partially the reason why Darwin revoked all he had theorized.

Anyways... I think there has to have some skill involved in "sniping", but I also don't think it's near

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as much as others think it is. Sniping in CS:S is A LOT harder than Renegade.

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Subject: Renegade sniping in shambles

Posted by [ADM](#) on Mon, 03 Jan 2005 19:05:26 GMT

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Quote:If you don't use scope mode, you still see people flicker around. Both n00b cannons, the "snipers," are based on body shots in that situation.

I don't get any flickering, unless my computer is acting up or my latency to the server is bad.

Quote:You never need to jump or duck. Both simply get you killed.

Most things actions in Renegade can 'simply get you killed', just you have to know how to use them right or better than your opponent(s) so that it doesn't get you killed.

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Subject: Renegade sniping in shambles

Posted by [ADM](#) on Mon, 03 Jan 2005 19:09:07 GMT

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j\_ball430AircraftkillerE) People like you, who remind me why Darwin's theories were wrong. I wonder if that's partially the reason why Darwin revoked all he had theorized.

Anyways... I think there has to have some skill involved in "sniping", but I also don't think it's near as much as others think it is. Sniping in CS:S is A LOT harder than Renegade.

Yeah sniping in CS:S is pretty tough, but I wouldn't say it's alot harder.

Possibly just me though.

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Subject: Renegade sniping in shambles

Posted by [Spony\\_old](#) on Mon, 03 Jan 2005 19:19:53 GMT

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How can you "not get flickering"?

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Subject: Renegade sniping in shambles

Posted by [ADM](#) on Mon, 03 Jan 2005 19:23:48 GMT

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I don't really know, also my FPS never drops below 100 and I mostly play on servers with high SFPS.

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Could be my eyes then or I'm so used to it, it doesn't stand out. :rolleyes:

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Subject: Renegade sniping in shambles  
Posted by [warranto](#) on Mon, 03 Jan 2005 19:33:14 GMT  
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---

Quote:I don't get any flickering, unless my computer is acting up or my latency to the server is bad.

No wonder you're so "good", everyone else has to deal with it!

---

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Subject: Renegade sniping in shambles  
Posted by [ADM](#) on Mon, 03 Jan 2005 19:35:44 GMT  
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I think it's probably just because I've become accustomed to it, I take what I said back then.

---

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Subject: Renegade sniping in shambles  
Posted by [snipesimo](#) on Mon, 03 Jan 2005 20:05:13 GMT  
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If your anything like the way I have become, your probably the same in that you are just plain used to the flickering, I can still see it, I just know the trick to hit people when they flicker like that. That, or you host a lot.

But ADM, it has been a while since we have met or played with each other. I was originally in your first clan, but that was a long time ago. Unlike you I just stayed in Renegade and kept playing, over time I just got used to all the problems with sniping. I get banned all the time, clanwars suck, and all that kind of stuff. I would be interested in fixing it if you are, but from my own experiences, no one cares anymore.

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Subject: Renegade sniping in shambles  
Posted by [ADM](#) on Mon, 03 Jan 2005 20:13:07 GMT  
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I would love to fix it. Just like you said - no one really cares anymore.

---

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Subject: Renegade sniping in shambles  
Posted by [Nightma12](#) on Mon, 03 Jan 2005 20:28:07 GMT

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i care?

EDIT: All Out Server #2 Sniper is back online!

running RG full, so this shouldnt be a problem

---

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Subject: Renegade sniping in shambles

Posted by [cowmisfit](#) on Mon, 03 Jan 2005 20:30:20 GMT

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3/4's of the best snipers have quit because of just what you said, OMG OMFG CHEETZ OMFG CHEETZOR BE BANNED NOW!

People on this game are idiots, the game is great sadly many of the community members are not.

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Subject: Renegade sniping in shambles

Posted by [Crimson](#) on Mon, 03 Jan 2005 23:55:47 GMT

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I messed up the sniper mod on crimson79 but I haven't been all that eager to fix it because it was empty in full RG mode anyway. I'd gladly get it fixed and back online if you want. You can even be a moderator, ADM.

---

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Subject: Renegade sniping in shambles

Posted by [Jecht](#) on Tue, 04 Jan 2005 00:44:16 GMT

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this story reminds me of a good friend of mine. His name is STORM but it used to be ZeeLd and [TwA]STORM. He gets 60+ a game and only like 2 deaths and everyone accuses him. Its a crying shame when people dont see true skill isnt it ADM

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Subject: Renegade sniping in shambles

Posted by [flyingfox](#) on Tue, 04 Jan 2005 02:21:14 GMT

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They don't accuse him of cheating, though. They accuse him of being an annoying fuck that does nothing but "snipe". I think he always uses a hawkeye. Seriously, what kind of player are you when all you want to do is kill against the odds? The other day I was in a game, I think it was warrior nation on c&c hourglass, and when we had nothing except one building left there were about six snipers; three on either side of the hilltop doing nothing but shooting poor basic soldiers

---



instead of get a beacon and finish the game. And they all used ramjets. That's BS, I'd never do it no matter how much I like "sniping" in this game. Would these people appreciate it if they were on the victimous side?

ADM, I think a lot of people use cheating as an excuse and half of them don't actually think you are cheating. But they want rid of you because you can kill everyone without a problem whereas they can't get a shot in. It gets bad when people start doing quirky things, like hiding behind walls and doing that "jump and fire while in the air" thing or flicker. I leave the game if people like this are in, because they aren't playing honorably.

Also, I see people talking about sniping as skill all the time but you know, there's yet to be a single renegade player that can score a very good kill death ratio with, say, a shotgunner or chemical soldier.

---

Subject: Renegade sniping in shambles  
Posted by [Jecht](#) on Tue, 04 Jan 2005 02:36:21 GMT  
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thatscuz shottgunners and chems get gunned down too easy

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Subject: Renegade sniping in shambles  
Posted by [Hulkcore](#) on Tue, 04 Jan 2005 02:53:31 GMT  
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flyingfoxAlso, I see people talking about sniping as skill all the time but you know, there's yet to be a single renegade player that can score a very good kill death ratio with, say, a shotgunner or chemical soldier.

I've done plenty good in matches with just being a shotgunner the whole time. I've taken out dozens of 1000 cred characters with them. On maps like Fields, Complex, Canyons, where there is a lot of tunnel traffic, I can keep up with the snipers with a shotgun if I were to choose it. It's very possible.

---

Subject: Renegade sniping in shambles  
Posted by [Jecht](#) on Tue, 04 Jan 2005 03:00:30 GMT  
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you cant possibly have a good k/d ratio in a Regular AOW ONLY using a shotgunner.

---

Subject: Renegade sniping in shambles  
Posted by [glyde51](#) on Tue, 04 Jan 2005 03:18:03 GMT  
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Subject: Renegade sniping in shambles  
Posted by [Homey](#) on Tue, 04 Jan 2005 03:20:09 GMT  
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If there was no skill at all, everyone would snipe the same....k

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Subject: Renegade sniping in shambles  
Posted by [evanscnce](#) on Tue, 04 Jan 2005 03:28:13 GMT  
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You can do anything if you set your mind to it. Well not really but thats possible.

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Subject: Renegade sniping in shambles  
Posted by [Jecht](#) on Tue, 04 Jan 2005 03:58:09 GMT  
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lets just put it this way, if your ingame only using a shotgun and im against u. Im gonna have alot a fun

---

---

Subject: Renegade sniping in shambles  
Posted by [Hulkcore](#) on Tue, 04 Jan 2005 07:59:01 GMT  
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=[DT=gbull=[L]=]you cant possibly have a good k/d ratio in a Regular AOW ONLY using a shotgunner.

Versus vehicles no, but versus infantry sure you can, depending on the map as I mentioned. Their 98% useless on City, Walls, Glacier, or any other large map, but if you are needing to guard tunnels for cheap they kick major tail. Trust me, once you master popping out from behind a wall and betting a headshot with the shotty, you'll be amazed what you can do.

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Subject: Renegade sniping in shambles  
Posted by [Aircraftkiller](#) on Tue, 04 Jan 2005 10:08:36 GMT  
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They're worthless in almost any situation, including close range. By the time you reload a single shell if you missed, you've probably been killed.

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Subject: Renegade sniping in shambles

Posted by [Demolition man](#) on Tue, 04 Jan 2005 13:33:26 GMT

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I don't get why those "great" snipers don't use the rail gun. You can rape vehicles then also. I always preferred the rail gun anyway b/c sniping isn't fun.

---

Subject: Renegade sniping in shambles

Posted by [Jecht](#) on Tue, 04 Jan 2005 15:06:39 GMT

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good snipers can use the railgun. But they do it best vs. infantry.

---

Subject: Renegade sniping in shambles

Posted by [Crimson](#) on Tue, 04 Jan 2005 15:17:57 GMT

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I agree... PIC/Rail Gun is a great skill to have.

---

Subject: Renegade sniping in shambles

Posted by [flyingfox](#) on Tue, 04 Jan 2005 19:24:31 GMT

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Pic/railgun are instant hitters and have a high range. You can kill most people easily. Now if you claim to be "skilled" at the game, you claim to be good with any weapon or vehicle. skill is when you judge a grenade across half the map to hit a moving soldier in the head. skill is judging an artillery shell to hit bang on a distant soldier. skill is being able to take out two superior vehicles with a weaker one. but skill sure isn't bodys shooting soldiers the entire game

---

Subject: Renegade sniping in shambles

Posted by [Aircraftkiller](#) on Tue, 04 Jan 2005 19:41:24 GMT

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Artillery takes little skill. It's nothing but a slow moving tank with somewhat inaccurate projectiles that fire exactly like a tank cannon. If the shells were ballistic instead, it would be much more of a challenge.

---

Subject: Renegade sniping in shambles

Posted by [warranto](#) on Tue, 04 Jan 2005 19:42:57 GMT

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cowmisfit3/4's of the best snipers have quit because of just what you said, OMG OMFG CHEETZ  
OMFG CHEETZ0R BE BANNED NOW!

People on this game are idiots, the game is great sadly many of the community members are not.

When this happens to me I just laugh and take a screenshot for my collection.

---

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Subject: Renegade sniping in shambles

Posted by [Homey](#) on Tue, 04 Jan 2005 20:46:16 GMT

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I'd say i'm great at everything in the game...with one exception, hitting infantry with a stank - no clue why but it just isnt easy for me

---

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Subject: Renegade sniping in shambles

Posted by [Majiin Vegeta](#) on Tue, 04 Jan 2005 21:38:31 GMT

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=[DT=gbull=[L]=]this story reminds me of a good friend of mine. His name is STORM but it used to be ZeeLd and [TwA]STORM. He gets 60+ a game and only like 2 deaths and everyone accuses him. Its a crying shame when people dont see true skill isnt it ADM

yea skill.. the reason why he does not die is becuase nobody can hit the flickering shit i gave up playing on that server becuase of him

this whole flickering shit pisses me off.. you see some players.. they dont flicker at all..they jump left to right blah not flickering one bit  
then you come across this "good" sniper and his boucing off the fucking walls

---

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Subject: Renegade sniping in shambles

Posted by [Jecht](#) on Tue, 04 Jan 2005 21:46:43 GMT

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must be your graphics card dude, whenever i play against him he is completely visible all the time. He's hard to take down, but i do it, mostly using "Chase me" tactics, but thats how i get most of my kills. Use yourself as bait, its fun toying with people.

---

---

Subject: Renegade sniping in shambles

Posted by [Majiin Vegeta](#) on Tue, 04 Jan 2005 21:52:40 GMT

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its not my computer or other peope would flicker just like him which they do not

---

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Subject: Renegade sniping in shambles  
Posted by [Jecht](#) on Tue, 04 Jan 2005 21:53:51 GMT  
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k, ill take your word for it.

---

Subject: Renegade sniping in shambles  
Posted by [Hulkcore](#) on Tue, 04 Jan 2005 23:11:06 GMT  
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AircraftkillerThey're worthless in almost any situation, including close range. By the time you reload a single shell if you missed, you've probably been killed.

I'm sorry to hear that you suck with a shotgunner. I happen to be pretty good with them. I'm not saying it's possible to do good with them mind you, I'm saying that I have, on many occasions.

---

Subject: Renegade sniping in shambles  
Posted by [Spoony\\_old](#) on Tue, 04 Jan 2005 23:22:49 GMT  
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AircraftkillerArtillery takes little skill.  
so very very wrong...

to shoot a building with an artillery doesn't take skill... to smash the fuck out of 3 meds rushing me at the same time and keep my arty alive, that takes skill... headshotting havocs from the other end of the map, that takes skill

I get more headshots with light, med and arty than most people do with snipers... but obviously there's no skill involved there, right? because their weapon hits instantly and mine doesn't

---

Subject: Renegade sniping in shambles  
Posted by [Aircraftkiller](#) on Tue, 04 Jan 2005 23:44:07 GMT  
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You can't "headshotting" something. Headshot works in many situations and never needs "ing" after it. You can be headshot, you can give someone a headshot, and you can take a headshot. Headshotted and headshotting are both wrong.

Artillery rounds will peel off in a cone shaped area as you fire, making them inaccurate. Since they don't fire nearly fast enough to do much more than give explosive damage to whatever they impact nearby, nine times out of ten you've got a luck kill on a soldier.

Artillery is easy to use, its only drawback is the armor type.

---

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Subject: Renegade sniping in shambles  
Posted by [Jecht](#) on Tue, 04 Jan 2005 23:52:37 GMT  
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dictionary.com describes Headshotting as:

dictionary.comDid you mean: Headshot?

---

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Subject: Renegade sniping in shambles  
Posted by [JPNOD](#) on Wed, 05 Jan 2005 00:07:10 GMT  
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Now ive been a ladderwhore, for some time.  
And shooting a building doesnt require anyskill.  
Noobjets require not much skill when it comes to getting points ore sometime no skill at all.  
But being good with the tanks ore infantry requires alot of skill.  
Getting a pic from far, ore a havoc with a med. Requires great timeing and aiming.  
I reconigze the arty a bit harder to get body hits/headshot .  
But thats just me probly.  
But hey Ack, saying a arty doesnt require any skill at all, you probly havent seen Spooky with a  
arty then :rolleyes:  
Even thoug the one in Renalert might be more realistic. The Arty realy does require skill in  
Renegade.

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Subject: Renegade sniping in shambles  
Posted by [Creed3020](#) on Wed, 05 Jan 2005 00:18:14 GMT  
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HomeyI'd say i'm great at everything in the game...with one exception, hitting infantry with a stank  
- no clue why but it just isnt easy for me

I said ditto that, I seem to have the same situation like you, I love the stank but infantry are just so  
darn elusive.

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Subject: Renegade sniping in shambles  
Posted by [prox](#) on Wed, 05 Jan 2005 00:27:03 GMT  
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Creed sucks

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Subject: Renegade sniping in shambles  
Posted by [Spooky\\_old](#) on Wed, 05 Jan 2005 01:09:51 GMT

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AircraftkillerYou can't "headshotting" something. Headshot works in many situations and never needs "ing" after it. You can be headshot, you can give someone a headshot, and you can take a headshot. Headshotted and headshotting are both wrong.

The context I was using would be "I am headshotting the Havoc". If that is grammatically incorrect then, well, I stand corrected.

AircraftkillerArtillery rounds will peel off in a cone shaped area as you fire, making them inaccurate.

That's why they are harder to hit people with than snipers, as well as the fact they take time for the shell to travel instead of hitting instantly. Hence, they take more skill.

AircraftkillerSince they don't fire nearly fast enough to do much more than give explosive damage to whatever they impact nearby, nine times out of ten you've got a luck kill on a soldier.

I'm not talking about splash, I'm talking about shooting infantry in the face.

AircraftkillerArtillery is easy to use, its only drawback is the armor type.

It's easy for any noob to sit there shooting a building for a while and get a big fat bag of points. It is not easy for anyone to use it with the kind of effectiveness I'm talking about, which has nothing to do with attacking buildings.

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Subject: Renegade sniping in shambles

Posted by [Kingdud](#) on Wed, 05 Jan 2005 03:17:25 GMT

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Heh ADM, I feel your pain. I get banned/kicked in CS all the time because I can pull 40-5 or 40-2 or some other crazy KD ration like that all the time. I take kicks as a sign to start tormenting the admin (rejoin ASAP and start owning again) and I take bans as badges of honor (I have like 15 CS server bans )

What to do about it? Just keep playing and if you get accused of hacking so be it. It only proves that your oponents carry the IQ of a carrot. Laugh at, mock, and ridicule anyone who kicks you...make them feel sorry for trying to dsiturb your peace. If that isn't your thing, just do what makes you happy. It's a game, enjoy it...and kill those who don't (not IRL of course )

Peace out,

-Kingdud

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Subject: Renegade sniping in shambles

Posted by [Apache](#) on Wed, 05 Jan 2005 15:15:30 GMT

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Hmm, I love how ACK used to get mad at ME for "trolling" this forum, lol! The only person I have any beef with is infact him, never bothered anyone else, yet now he runs rampant posting crap

everywhere. Oh, the irony

PS -- Get the same thing with servers, I don't play much, but that is because most of the RG servers are empty, and when I play on a non-RG one, I usually do quite well with one on one rifle fighting, and get banned within 10 minutes, little bit annoying, lol

I should host my own server again, I had a big fanbase of kids who played all the time in it, and I wouldn't have to worry about crap in it.

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Subject: Renegade sniping in shambles

Posted by [Majiin Vegeta](#) on Wed, 05 Jan 2005 15:21:19 GMT

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hehe

artially is the suckage

its splash damage is completely fucked.. i can barely kill infantry with it

shoot the floor in front of a soldier and it does 0 DMG

shoot the floor behind a soldier it does 0 DMG

shoot the floor besides the soldier it does some DMG

shoot a wall behind the soldier his a dead man

completely fucked

owning tanks with artillery is easy does not require many shots to kill a med or a mamoth

---

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Subject: Renegade sniping in shambles

Posted by [Crimson](#) on Wed, 05 Jan 2005 16:53:37 GMT

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I gave Spooky's Mobart a run for its money with an MRLS in Mesa once... he still won but I did make him fall back a lot.

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Subject: Renegade sniping in shambles

Posted by [JPNOD](#) on Wed, 05 Jan 2005 18:45:59 GMT

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Majiin Vegetahehe

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shoot the floor besides the soldier it does some DMG

shoot a wall behind the soldier his a dead man



completly fucked  
owning tanks with artilary is easy does not require many shots to kill a med or a mamoth

yea thats kinda weaird. BUt splash damage on servers are diffrent.

i have that to, sometimes i shoot someone in his face. He dies instant and sometimes 20 hp left?  
Unless im host ofourse wich usaly kills instant

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Subject: Renegade sniping in shambles  
Posted by [Homey](#) on Fri, 07 Jan 2005 03:24:24 GMT  
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Majiin Vegetahehe

artiallry is the suckage  
its splash damage is completly fucked.. i can barely kill infantry with it  
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shoot a wall behind the soldier his a dead man

completly fucked  
owning tanks with artilary is easy does not require many shots to kill a med or a mamoth  
Reasons for that our internet sucks and/or the server has a shit nur. You should have 80kbps in  
small games and upwards of 170 in larger games. That way you get good splash

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Subject: Renegade sniping in shambles  
Posted by [steps](#) on Fri, 07 Jan 2005 10:26:16 GMT  
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I don't understand this flickering stuff, i mean i see people flicker, but i dunno how to do it, or if am  
doing it, but i don't know how?

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Subject: Renegade sniping in shambles  
Posted by [flyingfox](#) on Fri, 07 Jan 2005 17:37:36 GMT  
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it means your character flickers like a little fairy in a disney film..

it happens when you purchase a sniper unit, right-click to scope mode, and move left and right..  
bam! flicker!

if you respect your enemy i.e. you like them, hold in shift while moving left and right.. that way you'll only walk, like it's supposed to be.

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