

---

Subject: Alright, For The People Who Can't Seem To Hit A Vehicle Prop  
Posted by [Anonymous](#) on Tue, 12 Feb 2002 19:33:00 GMT

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

---

I can't explain my tactics in detail. But one thing you should do while you fight in a tank battle is LEAD YOUR TARGET. Not lead as in leadership, but follow the tank with your gun barrel pointed slightly in front of the target, depending on what speed said vehicle is moving at. That way, when you fire, the shell heads right at the tank when it moves into the shell's way. People always point at the tank and fire... NO! NEVER DO THAT UNLESS THE TANK IS STATIONARY. Someone will run circles around you and blow the living hell out of you if you don't lead your target. Many experienced players don't do this either... It's kinda sad, really, that they are so good at infantry battles but suck ass in a tank versus tank battle...

---

---

Subject: Alright, For The People Who Can't Seem To Hit A Vehicle Prop  
Posted by [Anonymous](#) on Tue, 12 Feb 2002 19:39:00 GMT

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

---

interesting

---

---

Subject: Alright, For The People Who Can't Seem To Hit A Vehicle Prop  
Posted by [Anonymous](#) on Tue, 12 Feb 2002 20:26:00 GMT

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

---

---

Subject: Alright, For The People Who Can't Seem To Hit A Vehicle Prop  
Posted by [Anonymous](#) on Tue, 12 Feb 2002 22:06:00 GMT

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

---

Yep, the guy is right, aiming in a tank is similar to aiming with a rocker launcher. You should always fire at the location/point where the target will likely reside the next couple of seconds, in other words, lead the target. This comes handy especially if you're using an MRLS, you must predict where the target will be located when your rockets reach it.

---

---

Subject: Alright, For The People Who Can't Seem To Hit A Vehicle Prop  
Posted by [Anonymous](#) on Tue, 12 Feb 2002 22:19:00 GMT

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

---

I would have thought it would be common sence to lead your target from a distance.

---

---

Subject: Alright, For The People Who Can't Seem To Hit A Vehicle Prop

Posted by [Anonymous](#) on Wed, 13 Feb 2002 03:39:00 GMT

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

---

quote:Originally posted by Rolk:I would have thought it would be common sence to lead your target from a distance.Me too, its what makes VM a good sniper in DF2. Because everyone moves, he has to calculate there location and speed. Takes him usually about 3 shots to get it right.

---

Subject: Alright, For The People Who Can't Seem To Hit A Vehicle Prop

Posted by [Anonymous](#) on Wed, 13 Feb 2002 03:55:00 GMT

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

---

quote:Originally posted by Visceroid\_Man:Me too, its what makes VM a good sniper in DF2. Because everyone moves, he has to calculate there location and speed. Takes him usually about 3 shots to get it right.By that time, you are usually in the scope of someone else... And they won't need to take but one shot.

---

Subject: Alright, For The People Who Can't Seem To Hit A Vehicle Prop

Posted by [Anonymous](#) on Wed, 13 Feb 2002 04:51:00 GMT

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

---

What do you think VM is the only sniper on his team?

---

Subject: Alright, For The People Who Can't Seem To Hit A Vehicle Prop

Posted by [Anonymous](#) on Wed, 13 Feb 2002 10:51:00 GMT

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

---

quote:Originally posted by Visceroid\_Man:What do you think VM is the only sniper on his team?You probably aren't even in the beta. I don't care how many snipers you have, you will get a cap put in your face eventually.

---

Subject: Alright, For The People Who Can't Seem To Hit A Vehicle Prop

Posted by [Anonymous](#) on Wed, 13 Feb 2002 13:08:00 GMT

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

---

quote:Originally posted by aircraftkiller2001:You probably aren't even in the beta. I don't care how many snipers you have, you will get a cap put in your face eventually.Never did VM say or imply that he was in the beta.VM also agrees with ACK.VM misstated something. quote:Me too, its what makes VM a good sniper in DF2. Because everyone moves, he has to calculate there location and speed. Takes him usually about 3 shots to get it right. What VM meant to say was: The maximum amount of shots it takes VM to hit a moving target is three shots.VM apologizes for

---

any misunderstandings.[ February 13, 2002: Message edited by: Visceroid\_Man ]Oh and one other thing. VM is placing all these statements on the fact that he had a 56k, we'll see what the max is once he gets his cable (which he'll have before Ren is released).[ February 13, 2002: Message edited by: Visceroid\_Man ]

---

---

Subject: Alright, For The People Who Can't Seem To Hit A Vehicle Prop  
Posted by [Anonymous](#) on Wed, 13 Feb 2002 14:57:00 GMT

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

---

quote:Originally posted by aircraftkiller2001:I can't explain my tactics in detail. But one thing you should do while you fight in a tank battle is LEAD YOUR TARGET. Not lead as in leadership, but follow the tank with your gun barrel pointed slightly in front of the target, depending on what speed said vehicle is moving at. That way, when you fire, the shell heads right at the tank when it moves into the shell's way. People always point at the tank and fire... NO! NEVER DO THAT UNLESS THE TANK IS STATIONARY. Someone will run circles around you and blow the living hell out of you if you don't lead your target. Many experienced players don't do this either... It's kinda sad, really, that they are so good at infantry battles but suck ass in a tank versus tank battle... and keep moving as well, exp. as mentioned in the second paragraph. The worse thing to do is just stand still while fighting. Oh, and the circling your opponet is a tatic I use alot. Oh, and I know this. For ever better chances aim for the ground infront of them, this way if you don't hit them you'll at least obtain splash damage

---

---

Subject: Alright, For The People Who Can't Seem To Hit A Vehicle Prop  
Posted by [Anonymous](#) on Wed, 13 Feb 2002 15:38:00 GMT

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

---

The splash for tanks besides the Mammoth is laughable.

---

---

Subject: Alright, For The People Who Can't Seem To Hit A Vehicle Prop  
Posted by [Anonymous](#) on Wed, 13 Feb 2002 19:31:00 GMT

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

---

Right dude! I'm used to play Q3 Rocket Arena and I know what you mean.

---

---

Subject: Alright, For The People Who Can't Seem To Hit A Vehicle Prop  
Posted by [Anonymous](#) on Wed, 13 Feb 2002 19:49:00 GMT

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

---

W00t w00t

---

---

Subject: Alright, For The People Who Can't Seem To Hit A Vehicle Prop  
Posted by [Anonymous](#) on Thu, 14 Feb 2002 00:48:00 GMT

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

---

I have to agree with ACK, if it takes 3 shots for a sniper then its over for him. If I snipe on RTCW I find that quick scans of the areas with 1 (at most 2) quick shots do the best work. And after you have killed about 3 people, move to a new spot, they will come back and look for you at your old location.

---

Subject: Alright, For The People Who Can't Seem To Hit A Vehicle Prop  
Posted by [Anonymous](#) on Thu, 14 Feb 2002 15:07:00 GMT

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

---

Subject: Alright, For The People Who Can't Seem To Hit A Vehicle Prop  
Posted by [Anonymous](#) on Fri, 15 Feb 2002 05:12:00 GMT

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

---

Interesting tactic, though is should be taken into consideration that when most people are in a tank, they stand still to shoot. therefore, the Lead Theory shouldnt be widely used. It's against the oldbies that you use this little tactic that anyone with a commonsense uses. HELLO! SHELLS ARE NOT GUIDED, YOU MORONS![ February 15, 2002: Message edited by: firaga01 ]

---

Subject: Alright, For The People Who Can't Seem To Hit A Vehicle Prop  
Posted by [Anonymous](#) on Fri, 15 Feb 2002 09:49:00 GMT

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

---

quote:Originally posted by Visceroid\_Man:Never did VM say or imply that he was in the beta.What VM meant to say was: The maximum amount of shots it takes VM to hit a moving target is three shots.VM apologizes for any misunderstandings.[ February 13, 2002: Message edited by: Visceroid\_Man ]Oh and one other thing. VM is placing all these statements on the fact that he had a 56k, we'll see what the max is once he gets his cable (which he'll have before Ren is released).[ February 13, 2002: Message edited by: Visceroid\_Man ]So u have not played the beta but u just "know" that it will take at most 3 sniper shots for u to hit something? stfu n00b.[ February 15, 2002: Message edited by: cade ]

---

Subject: Alright, For The People Who Can't Seem To Hit A Vehicle Prop  
Posted by [Anonymous](#) on Fri, 15 Feb 2002 11:40:00 GMT

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

---

quote:Originally posted by cade:So u have not played the beta but u just "know" that it will take at

most 3 sniper shots for u to hit something? stfu n00b.[ February 15, 2002: Message edited by: cade ]Oh boy, here comes the board-wide flames... Cade hath returneth.

---

---

Subject: Alright, For The People Who Can't Seem To Hit A Vehicle Prop  
Posted by [Anonymous](#) on Fri, 15 Feb 2002 11:54:00 GMT

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

---

quote:Originally posted by cade:So u have not played the beta but u just "know" that it will take at most 3 sniper shots for u to hit something? stfu n00b.[ February 15, 2002: Message edited by: cade ]Well paint me blue and call me stupid, but I fail to see the connection between the Renegade beta and DF2, which I assume is Delta Force 2.

---

---

Subject: Alright, For The People Who Can't Seem To Hit A Vehicle Prop  
Posted by [Anonymous](#) on Fri, 15 Feb 2002 13:49:00 GMT

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

---

quote:Originally posted by tenorikissa:Well paint me blue and call me stupid, but I fail to see the connection between the Renegade beta and DF2, which I assume is Delta Force 2. A sniper rifle is a sniper rifle. The environment which it is used is trivial.[ February 15, 2002: Message edited by: Visceroid\_Man ]

---

---

Subject: Alright, For The People Who Can't Seem To Hit A Vehicle Prop  
Posted by [Anonymous](#) on Fri, 15 Feb 2002 13:59:00 GMT

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

---

quote:Originally posted by Visceroid\_Man: A sniper rifle is a sniper rifle. The environment which it is used is trivial.[ February 15, 2002: Message edited by: Visceroid\_Man ]Actually, you are wrong. Take the time to think about that for a second...

---

---

Subject: Alright, For The People Who Can't Seem To Hit A Vehicle Prop  
Posted by [Anonymous](#) on Fri, 15 Feb 2002 14:06:00 GMT

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

---

quote:Originally posted by Visceroid\_Man: A sniper rifle is a sniper rifle. The environment which it is used is trivial.[ February 15, 2002: Message edited by: Visceroid\_Man ]Exactly, but why tell me this? My post was aimed at cade, who said you couldn't possibly have any idea how well you can snipe in DF2 because you're not in the Renegade beta.

---

---

Subject: Alright, For The People Who Can't Seem To Hit A Vehicle Prop  
Posted by [Anonymous](#) on Fri, 15 Feb 2002 16:06:00 GMT

---

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

---

quote:Originally posted by aircraftkiller2001:Actually, you are wrong. Take the time to think about that for a second...Mmmmm, actually, VM is right.

---

---

Subject: Alright, For The People Who Can't Seem To Hit A Vehicle Prop  
Posted by [Anonymous](#) on Fri, 15 Feb 2002 17:27:00 GMT

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

---

actually ACK is correct. Sniper rifles handle differently in various games so please shut up. And stop refering to urself in third person, whats the matter with u?

---

---

Subject: Alright, For The People Who Can't Seem To Hit A Vehicle Prop  
Posted by [Anonymous](#) on Fri, 15 Feb 2002 17:45:00 GMT

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

---

What does this all matter anyway we'll just find out when everyone plays against each other

---

---

Subject: Alright, For The People Who Can't Seem To Hit A Vehicle Prop  
Posted by [Anonymous](#) on Fri, 15 Feb 2002 20:24:00 GMT

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

---

Who cares about the handle of a rifle. The handle of the sniper rifle will not determine whether you have any skill or not, that is called aim my friend. Its not that difficult to understand.

---

---

Subject: Alright, For The People Who Can't Seem To Hit A Vehicle Prop  
Posted by [Anonymous](#) on Fri, 15 Feb 2002 20:30:00 GMT

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

---

Actually, the Renegade sniper rifles are some of the toughest I've used before. They don't have crosshairs, only a circle with a dot in it. It is very hard to line up a shot and the sniper scope does not zoom in fluidly, only jerkily. You have to be pretty d@mn good to get a shot in on someone when they are moving.

---

---

Subject: Alright, For The People Who Can't Seem To Hit A Vehicle Prop  
Posted by [Anonymous](#) on Fri, 15 Feb 2002 20:33:00 GMT

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

---

Good more skill oriented. Not just anyone can use it.

---

---

Subject: Alright, For The People Who Can't Seem To Hit A Vehicle Prop

Posted by [Anonymous](#) on Sat, 16 Feb 2002 03:59:00 GMT

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

---

quote:Originally posted by Visceroid\_Man:Good more skill oriented. Not just anyone can use it.Yes snipeing is definatly skill oriented. My skill is in a tank, but on occaision I will snipe and unless someone is standing still I cant hit em. But give me a moving vehicle.There are a few players in the beta that can take you out in one shot no matter how much you run, jump and straf.[ February 16, 2002: Message edited by: dudex0x ]

---

Subject: Alright, For The People Who Can't Seem To Hit A Vehicle Prop

Posted by [Anonymous](#) on Sun, 17 Feb 2002 22:23:00 GMT

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

---

Subject: Alright, For The People Who Can't Seem To Hit A Vehicle Prop

Posted by [Anonymous](#) on Sun, 17 Feb 2002 22:27:00 GMT

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

---

[qb]Interesting tactic, though is should be taken into consideration that when most people are in a tank, they stand still to shoot. therefore, the Lead Theory shouldnt be widely used. It's against the oldbies that you use this little tactic that anyone with a commonsense uses. HELLO! SHELLS ARE NOT GUIDED, YOU MORONS!Nonsense! it is true shells are not guided but are the rockets in Q3 and UT guided? No and most people lead them and aim at the leg for some splash damage, same for Tank shells except u aim at the tracks.[ February 17, 2002: Message edited by: The D@rk R@nger ]

---

Subject: Alright, For The People Who Can't Seem To Hit A Vehicle Prop

Posted by [Anonymous](#) on Tue, 19 Feb 2002 03:12:00 GMT

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

---

well i play UT b4 i got the demo of this game, but in UT u always lead ur target, i just thought it be common since in games these days to just lead anyways..

---

Subject: Alright, For The People Who Can't Seem To Hit A Vehicle Prop

Posted by [Sk&rRIMuk](#) on Sat, 05 Apr 2003 12:23:41 GMT

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

---

Ahhhhhhh thats the ACK I like...

Giving freindly advice instead of flaming about people who ask for it...

---

H3H3 I do this all the time.

-Sk8rRIMuk

---

---

Subject: Alright, For The People Who Can't Seem To Hit A Vehicle Prop  
Posted by [MikeMas](#) on Fri, 18 Apr 2003 17:59:45 GMT

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

---

You know whats REALLY funny? You posted a reply to a topic that has had no posts since last year! (just thought I'd point that out)

---

---

Subject: Alright, For The People Who Can't Seem To Hit A Vehicle Prop  
Posted by [spreegem](#) on Sat, 19 Apr 2003 20:04:26 GMT

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

---

if you lead your target you should hit it just fine. shoot in front of anything, moving, to hit it. Ohh ya, if you are a sniper hide in the spots, that snipers don't normally go to. Ex. Tall grass or bushes

---

---

Subject: Re: Alright, For The People Who Can't Seem To Hit A Vehicle  
Posted by [Majiin Vegeta](#) on Sun, 20 Apr 2003 00:19:52 GMT

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

---

aircraftkiller2001I can't explain my tactics in detail. But one thing you should do while you fight in a tank battle is LEAD YOUR TARGET. Not lead as in leadership, but follow the tank with your gun barrel pointed slightly in front of the target, depending on what speed said vehicle is moving at. That way, when you fire, the shell heads right at the tank when it moves into the shell's way. People always point at the tank and fire... NO! NEVER DO THAT UNLESS THE TANK IS STATIONARY.<P>Someone will run circles around you and blow the living hell out of you if you don't lead your target. Many experienced players don't do this either... It's kinda sad, really, that they are so good at infantry battles but suck ass in a tank versus tank battle... <IMG SRC="frown.gif" border="0">

i Owned a stealth tank with hummer he hit me..3 times.....i ran circles around him he could not keep up

---

---

Subject: Alright, For The People Who Can't Seem To Hit A Vehicle Prop  
Posted by [DukeLeto](#) on Tue, 22 Apr 2003 19:23:04 GMT

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

---

lol, why are we bringing up a topic that's last post was before the game even came out?

---



Subject: Alright, For The People Who Can't Seem To Hit A Vehicle Prop  
Posted by [Archcasp](#) on Thu, 24 Apr 2003 13:30:47 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

DukeLetolol, why are we bringing up a topic that's last post was before the game even came out?  
cause even old post can help a new player..

---