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Subject: Which sniper do you choose?

Posted by [Anonymous](#) on Tue, 19 Feb 2002 15:46:00 GMT

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I noticed that there are 2 snipers. One seems to be a standard soldier and the other one is either Havoc or the girl. I also noticed they both hold 1 timed c4 and handgun, so no real advantage. Is there really any advantage to being Havoc?

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Subject: Which sniper do you choose?

Posted by [Anonymous](#) on Tue, 19 Feb 2002 16:19:00 GMT

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Havoc shots are instant kill

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Subject: Which sniper do you choose?

Posted by [Anonymous](#) on Tue, 19 Feb 2002 16:21:00 GMT

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The 500 credit snipers: Deadeye\Black Hand: Regular sniper rifle. Extreme range, strong damage, 200 life. Havoc\Sakura: Ramjet sniper rifle. Extreme range, extreme damage, 250 life.

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Subject: Which sniper do you choose?

Posted by [Anonymous](#) on Tue, 19 Feb 2002 16:39:00 GMT

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How much life does a normal soldier have? Do any of the characters have different amounts of life?

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Subject: Which sniper do you choose?

Posted by [Anonymous](#) on Tue, 19 Feb 2002 16:41:00 GMT

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ever notice that while your Havoc/Sakura, when you shoot a tank it takes away a whole square of life? while as the dead eye, it hardly does damage (if any) at all. To answer the question, I use Havoc. A normal soldier I think has 100 health. [ February 19, 2002: Message edited by: UltraMoron ]

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Subject: Which sniper do you choose?

Posted by [Anonymous](#) on Tue, 19 Feb 2002 17:07:00 GMT

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Havoc/Sakura will kill almost anyone with one shot. the only charachters they will not kill in one shot is the "boss" level charachters. ie: Havoc, Powersuit Sidney, Mobieus for GDI, and Sakura, Raveshaw, Mendoza for NOD.also, the Havoc/Sakura weapon does negligable damage to heavy vehicles and buildings.Darren KormanLevel Designer, CNC Renegade

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Subject: Which sniper do you choose?

Posted by [Anonymous](#) on Tue, 19 Feb 2002 17:18:00 GMT

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I prefer to use the cheaper one personally, cause I always make a stupid mistake like get run over by a buggy when returning to base to reload

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Subject: Which sniper do you choose?

Posted by [Anonymous](#) on Tue, 19 Feb 2002 18:17:00 GMT

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ran over by a buggy !!?

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Subject: Which sniper do you choose?

Posted by [Anonymous](#) on Tue, 19 Feb 2002 18:38:00 GMT

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lol, take the tunnel

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Subject: Which sniper do you choose?

Posted by [Anonymous](#) on Tue, 19 Feb 2002 21:28:00 GMT

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I do not use snipers but I love to use powersuit Sydney, Raveshaw, Mobius, Mendoza and most tanks.

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Subject: Which sniper do you choose?

Posted by [Anonymous](#) on Wed, 20 Feb 2002 07:25:00 GMT

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I was wondering what the diff was, i use the 500 credits one, head shot = death

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Subject: Which sniper do you choose?

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Posted by [Anonymous](#) on Wed, 20 Feb 2002 07:44:00 GMT

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head shots are nice, but with a 1k sniper you can hit the leg of most people and still 1 hit them. It is very hard to get a head shot on a person who is constantly moving at random angles. Also the 1k snipers are great for destroying Jeeps, Missile Launchers, and Artillery.

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Subject: Which sniper do you choose?

Posted by [Anonymous](#) on Wed, 20 Feb 2002 11:24:00 GMT

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The cheaper snipers don't fire tracers though. The Havocs and Sakura's shots can be seen and lead back to them. Personally I go with a Stealth Black hand with a sniper rifle. They don't see you coming just walk up behind them and fire.

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Subject: Which sniper do you choose?

Posted by [Anonymous](#) on Wed, 20 Feb 2002 11:35:00 GMT

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stealth BH doesnt have sniper... i use the cheaper one.. it awards fewer points to whjo ever kills you

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Subject: Which sniper do you choose?

Posted by [Anonymous](#) on Wed, 20 Feb 2002 12:11:00 GMT

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Sakura and Havoc can also do a lot of damage to lightly armoured vehicles. I've taken out lightly armoured vehicles in 6 shots and followed up by killing the pilot as he spawned where the vehicle once was. [ February 20, 2002: Message edited by: eg ]

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Subject: Which sniper do you choose?

Posted by [Anonymous](#) on Wed, 20 Feb 2002 13:40:00 GMT

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No I have never heard of weapon spawning. What is it? Is it in the demo?

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Subject: Which sniper do you choose?

Posted by [Anonymous](#) on Wed, 20 Feb 2002 13:47:00 GMT

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the ramjets not like the AWP in Counter strike is it?

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Subject: Which sniper do you choose?

Posted by [Anonymous](#) on Wed, 20 Feb 2002 15:32:00 GMT

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they are like the awp against non-\$1000 units, but it doesnt matter in this game because if you want to kill one, just get a tank or be a sniper yourself. No one person can dominate a map like in counter-strike, so the powerful snipers are welcome here

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Subject: Which sniper do you choose?

Posted by [Anonymous](#) on Wed, 20 Feb 2002 22:24:00 GMT

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"also, the Havoc/Sakura weapon does negligable damage to heavy vehicles and buildings" I dunno what version of the game you are playing, but as of the demo, vehicles armor has been seperated into 2 different types. Against buggy/humvee and artillery/mrls the ramjet does pretty good damage taking off a square or two of health BUT against the heavier armored vehicles (all the rest) it barely scratches them. I think there might be differences in the balancing of the demo and beta because these things you people say just don't make sense...

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Subject: Which sniper do you choose?

Posted by [Anonymous](#) on Thu, 21 Feb 2002 00:52:00 GMT

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Ever heard bout weapon spawning?

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Subject: Which sniper do you choose?

Posted by [Anonymous](#) on Thu, 21 Feb 2002 13:11:00 GMT

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i like the deadeye (\$500) sniper. Cost is less and as mentioned before... u can't trace their shot. I also agree with having funa as cloaked nod on a map with spawned weapons... of course i found out the hard way you decloak when you scope out...

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Subject: Which sniper do you choose?

Posted by [Anonymous](#) on Thu, 21 Feb 2002 13:18:00 GMT

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I use deadeye/black hand sniper. Because they cost less and if you are killed they person on got ya doesnt get that many points. ANother thing is even though the ramjet rifle can do damage to tanks it takes a FREAKIN LONG TIME TO DO!!!! 1 square per shot isnt worth it cause the gun holds only 4 rounds per clip and it has only 22-30 (not sure exact # but in that range) So i'd rather have the mindset of killing jsut infantry because its quicker your kill more of them and will greatly

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benefit your team because a team without infantry that has tanks will lose to a team with infantry and tanks.

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Subject: Which sniper do you choose?

Posted by [Anonymous](#) on Fri, 22 Feb 2002 08:07:00 GMT

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hrm, about 4 shots with the regular sniper guy will take out a buggy/humvee... and about 10-12 shots will take out a Nod artillery...I'm not sure, but I think the ramjet rifle can go through enemies... coz I got a great shot once, and fire one shot, hit one guy in the head, and the guy behind him died as well (ie, two heads were lined up, suckers)two boinks... although I've never had the opportunity to try it again... bah

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Subject: Which sniper do you choose?

Posted by [Anonymous](#) on Sun, 11 Aug 2002 18:40:00 GMT

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"The cheaper snipers don't fire tracers though. The Havocs and Sakura's shots can be seen and lead back to them. Personally I go with a Stealth Black hand with a sniper rifle. They don't see you coming just walk up behind them and fire." If you can move after every shot you have a very good chance of not being spotted and killed. That is what Francis Marion (The Swamp Fox) told his men to do when they fought the Red Coats.

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Subject: Which sniper do you choose?

Posted by [Anonymous](#) on Mon, 12 Aug 2002 06:26:00 GMT

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Blackhand. Gives enemy less points, and you'd better be able to hit em in the head regardless of what youre using, or you will die everytime anyways.

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Subject: Which sniper do you choose?

Posted by [Anonymous](#) on Mon, 12 Aug 2002 12:08:00 GMT

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Why are you bumping these ancient topics?

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Subject: Which sniper do you choose?

Posted by [Anonymous](#) on Tue, 13 Aug 2002 07:02:00 GMT

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FOR THE LAST TIME!! Haovc/Skaura and Deadeye/Blackhand are all equal, neither has the advantage. People who think one is better than the other, you're n00b at sniping.

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Subject: Which sniper do you choose?

Posted by [Anonymous](#) on Tue, 13 Aug 2002 07:41:00 GMT

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Yes, if you need two body shots to win a shootout, you are NOT a sniper. You belong in the old west or in a regular server as infantry. Once again, tunnel wars are ghey. They are NOT sniping.

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Subject: Which sniper do you choose?

Posted by [Anonymous](#) on Tue, 13 Aug 2002 14:55:00 GMT

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Tunnel wars are sniping, it's apart of Renegade so it's sniping. It may not be like RtCW but you need to adapt to it. If the enemy is faster then you, you should never try and headshot them directly in 1v1. Get their chest/body, strategy makes the better player.

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Subject: Which sniper do you choose?

Posted by [Anonymous](#) on Tue, 13 Aug 2002 16:18:00 GMT

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\*Sigh\* Although the Havocs/Sakuras do cost more, body shots do more damage. Flame Trail? Not easy to follow on most maps, and if the perosn hides, while you looking for them, Bam. I prefer the Havoc/Sakuras more. 2 body shots. ANY charcter. Ecepting the free soldiers. All free soldiers can be killed with a single shot. Any inf you pay for cant. Unless im mistaken. But, TAR Sydney has 150 Health, 100 Armor. So, according to ACK (Thanks for the info) A single shot would kill her. So, would you like to be a few hit kill sniper, who does moderate damage, or a butt-kickings double body shot commando? Just my input.

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Subject: Which sniper do you choose?

Posted by [Anonymous](#) on Thu, 15 Aug 2002 09:26:00 GMT

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Unfortunately tunnel wars are a part of this game. Yes, I understand that. But by definition sniping is hitting the target from a distance, and trying not to be seen. If you get into a situation where you see someone in a tunnel, then of course you need to duke it out. That's not what I'm adressing. I'm talking about "sniper" servers where I sit in the field waiting for a target and noone shows up, because all the 10 yr olds are doing " fun " tunnel wars. If that's what you like, so be it. Host an infantry server. But don't call it a sniper server. See the difference?

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Subject: Which sniper do you choose?

Posted by [Anonymous](#) on Thu, 15 Aug 2002 09:49:00 GMT

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I think that they are just as good as eachother, for instance, havoc/sakura do a lot of damage but, you can see where there shooting from because the little blue laser leaves a trail for a few seconds so the enemy can see where you're shooting from, because they use the ramjet rifle. Wth deadeye/blackhand they use the regular sniper rifle which uses bullets instead of a laser; so it doesn't do as much damage but the enemy won't know where you are shooting from. So if you don't want to be seen I would use Deadeye/BlackHand but if you just want to kill people I would use Havoc/Sakura. That's just me though.

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Subject: Which sniper do you choose?

Posted by [Anonymous](#) on Fri, 16 Aug 2002 13:26:00 GMT

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Come on people, "close up sniping" isn't sniping. It's an infantry war.

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Subject: Which sniper do you choose?

Posted by [Anonymous](#) on Fri, 16 Aug 2002 14:49:00 GMT

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i agree with ADM on one thing, theyre both the same... 1 shot kills HOWEVER if your a good sniper use hav/sakura. i know that sounds the wrong way round, but if your good you wont die very often. for example when i snipe i die maybe 4-5 times in an hourbut the best thing about the havoc/sakura is the blue bullet, because it lets people know where u are.the more ppl know where you are, the more come after you.... and the more kills i get

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Subject: Which sniper do you choose?

Posted by [Anonymous](#) on Fri, 16 Aug 2002 15:47:00 GMT

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Which sniper do i choose? It's hard to pic one, I got trueadm, assud, yohame, vash and more who can snipe for me I just get the sniper who is online

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Subject: Which sniper do you choose?

Posted by [Anonymous](#) on Fri, 16 Aug 2002 15:53:00 GMT

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Whats wrong with you guys, "you can see the bullet from havocs gun" who cares! if your as good a sniper you say you are you can kill them before they kill you. for example the other day i took a havoc and took a perch on top of the building in city{Nod had no defense so i could get up there"

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once up there i shot the hell out of everyone who ran across my sites. after a few kills people knew where i was, so i just public chat and say "i'm on top of the building get me if you can" and they did, i shot everyone one of them who came up to get me, since they where so distraced getting the sniper they didnt see the med tanks rolling into there base. Havoc is by far a better sniper. i dont mind if i'm in an artillery and a sniper plunks away at me, he is just wasting ammo. but as soon as a havoc opens fire on me i back the hell up, those bullets do some damage! the extra health havoc has{50 more} along side the fact that he has camo{gotta love the snow camo on the mountain map} and his gun does so much damage making it easy to kill all units with just two shot, and making him very usefull for rushing, beacon placing, tunnel escort, and provides better cover than a normal sniper. the 500 more dollars is not to much to pay for such a great unit.

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Subject: Which sniper do you choose?

Posted by [Anonymous](#) on Fri, 16 Aug 2002 20:27:00 GMT

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Each sniper has distint advantage/disadvantages.Deadeye/BlackHand:+Can't see the tracer, its there, but set to invisible.+Sprite (GDI) is slightly smaller than Havoc+Less points to nme when killed.+Cost-Slightly longer reload time, (milliseconds)-less Health-Less Damage-No extra CamouflageHavoc/Sakura+More Health+More Damage+More camouflage (GDI)+Slightly less reload time (milliseconds)-Tracer is very visible-Cost-Havoc is slightly larger than deadeye-More points to nme when killedStatically, they are equal, but that is all a matter of preference, and skill. If you can get one shot kills, and take the deadeye/BH. However, tunnel confrontations are the deadeye/BH killer, that extra 50 health and extra damage from a Havoc/Sakura can be the turning point in any unprovoked close quarter attack.Personally, I do use Havoc/Sakura, but that is when I feel that Deadeye/BH is more useful in "darker" maps, like field, because if you know how to snipe properly, then you can get your head shots, and will constantly be on the move.Either way, both have their ups and downs, and like I said, its a matter of preference.

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Subject: Which sniper do you choose?

Posted by [Anonymous](#) on Sat, 17 Aug 2002 00:18:00 GMT

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stfu havoc has 50 more helth, and his gun is a little stronger, deadeye has 50 less health then havoc and a gun that isnt as strong, but u can c havocs bullets and u cant c deadeyes so its a advantage to have deadeye in a long range attack and a advantage to have havoc in a short ranged battle.

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Subject: Which sniper do you choose?

Posted by [Anonymous](#) on Sat, 17 Aug 2002 17:07:00 GMT

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If you are good, like people I see every day (HS clan), then you won't need to worry about being traced. A sniper uses quick reactions in the sides of their eyes. They use instinct and map

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knowledge to their advantage. So the best snipers DON'T HIDE they move around like masters and shoot where the shots are most needed. The main reason why Deadeye/Havoc are equal is because of the points lost if you die.

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Subject: Which sniper do you choose?

Posted by [Anonymous](#) on Sat, 17 Aug 2002 18:18:00 GMT

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As was stated it's more of a matter of personal preference as to which sniper you choose. I personally prefer either deadeye or the black hand sniper. However most of the time if lodged in a close quarter battle I will use Havoc/Sakura. [ August 17, 2002, 18:18: Message edited by: f22raptor ]

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Subject: Which sniper do you choose?

Posted by [Anonymous](#) on Tue, 20 Aug 2002 19:52:00 GMT

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ADM, only a foolish sniper will stay in the same position. I move after every kill. Moving helps because the person whom you killed, will (if they have the money, or give a \*\*\*\*) get a sniper and find you! That way, you still get the drop on them.

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Subject: Which sniper do you choose?

Posted by [Anonymous](#) on Wed, 21 Aug 2002 07:13:00 GMT

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'ADM, only a foolish sniper will stay in the same position.' I never said anywhere about snipers staying still, learn to read.

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Subject: Which sniper do you choose?

Posted by [Anonymous](#) on Wed, 21 Aug 2002 08:05:00 GMT

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"So the best snipers DON'T HIDE they move around like masters and shoot where the shots are most needed. The main reason why Deadeye/Havoc are equal is because of the points lost if you die" Silly person.

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Subject: Which sniper do you choose?

Posted by [Anonymous](#) on Wed, 21 Aug 2002 10:04:00 GMT

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..."~`CLAN FUD`~"...If you know it all better lets setup a clanwar. ADM will play to=) Go to <http://www.world-leaders.org> and show who got better tactics.

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Subject: Which sniper do you choose?

Posted by [Anonymous](#) on Wed, 21 Aug 2002 11:14:00 GMT

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"So the best snipers DON'T HIDE they move around like masters and shoot where the shots are most needed. The main reason why Deadeye/Havoc are equal is because of the points lost if you die"I said the best snipers DO NOT HIDE and I said they move around like a master would. Where did I ever say to stay still?? Learn to read, you're showing yourself up.

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Subject: Which sniper do you choose?

Posted by [Anonymous](#) on Thu, 22 Aug 2002 17:14:00 GMT

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You can trace every shot no matter what sniper rifle your using.. but Havoc/Sak just make it easier. you see... when i don't know where a sniper is, but he knows where i am, i go out in the open AGAINST the wall, also duck, jump, whatever, BUT if you got normal detail on, and good sound (and if the enemy sniper is a decent shot) he will try and shoot at you.. when he does, he will miss (hopefully) but since he missed, the bullet will hit the wall and make a sound, now real quick look at the wall, find the bullet hole.. the bullet makes a indent from where it was shot so you can easily tell where the shot came from, then aim over to that direction, and shoot him (but don't miss!) i'm sure that the info i just handed out will help many a sniper [ August 22, 2002, 17:16: Message edited by: TestGun ]

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Subject: Which sniper do you choose?

Posted by [Anonymous](#) on Thu, 22 Aug 2002 17:33:00 GMT

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TestGun, that won't really help. Lag causes the bullet holes to not appear sometimes. If they were good enough by the time you look at the bullet hole, you're dead or injured. Instead of looking for the bullet hole, try and get cover and wait till you think that they have lost focus on you. Use third person view to view behind the rock. The enemy should make a move to see where you are, if you have good eyesight you can see them move and then act appropriately. That's not the best method, by no means, but to be a better sniper you need to learn things independently. Once you reach that stage you will know the better method. To become a very good sniper you don't mimic other snipers tactics, you make your own.

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Subject: Which sniper do you choose?

Posted by [Anonymous](#) on Thu, 22 Aug 2002 19:48:00 GMT

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ADM, ever heard of implications? ffs, learn to think without words. If you think I was insulting you my "IMPLYING" you stand still, you have misinterpreted, I at no time stated that you are either a bad sniper, or that you stand still. I was merely stating that "FOOLISH SNIPERS STAND STILL", that doesn't necessarily mean you. Demo: I could honestly care less about clan matches, if you really want one, I don't mind participating. Furthermore: "If you know it all better" I never said that either, also, just because ADM says something that you agree/disagree with, doesn't make it fact. You're getting quite a bit ahead of yourself my friend.

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Subject: Which sniper do you choose?

Posted by [Anonymous](#) on Fri, 23 Aug 2002 03:37:00 GMT

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Then why quote me and say 'silly person'?

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Subject: Which sniper do you choose?

Posted by [Anonymous](#) on Sat, 24 Aug 2002 20:26:00 GMT

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quote:Originally posted by ADM: Then why quote me and say 'silly person'? Because I had assumed you had not thought of the implications.

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