
Subject: Good Snipers, I need your advice!
Posted by [Anonymous](#) on Wed, 06 Mar 2002 07:25:00 GMT
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I love the sniper, for me, the most entertaining unit in the game. Can you give me some tips like how often do you change locations, how far in do you zoom in on your target, etc. Do you try to snipe everyone or just higher units to not give away your position? And anything else you can think of. Thanks! Also, what sniper do you like best, the \$500 one or the \$1000 one? I am sure the \$500 one is good for some of you as a head shot kills instantly.

Subject: Good Snipers, I need your advice!
Posted by [Anonymous](#) on Wed, 06 Mar 2002 07:53:00 GMT
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Personally, I would go for 500 one. Since it feels so good to head shot a 1000 dude when they don't even know what hit him...

Subject: Good Snipers, I need your advice!
Posted by [Anonymous](#) on Wed, 06 Mar 2002 08:35:00 GMT
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Well for me I like the 500\$ sniper, his rounds don't give away your position. Also about changing location, do it every 5 kills or so, and definitely change position after you kill a sniper cause they will want to hunt you down. Some of the more beneficial kills come from killing engineers cause they are prolly repairing enemy tanks so they are my usual target. I also try to keep it not zoomed in all the way, about middle zoom is good cause you can hit your target and you can scan for targets better. Then of course is my fav job as sniper, the "assult sniper" if ya got good aim this is really good to use.

Subject: Good Snipers, I need your advice!
Posted by [Anonymous](#) on Wed, 06 Mar 2002 11:50:00 GMT
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quote:Originally posted by C5: I love the sniper, for me, the most entertaining unit in the game. Can you give me some tips like how often do you change locations, how far in do you zoom in on your target, etc. Do you try to snipe everyone or just higher units to not give away your position? And anything else you can think of. Thanks! Also, what sniper do you like best, the \$500 one or the \$1000 one? I am sure the \$500 one is good for some of you as a head shot kills instantly. Buy the 500 one and go for Headshots. Zoom depends on the distance to the Target. I go for

long as they support the tanks)

Subject: Good Snipers, I need your advice!
Posted by [Anonymous](#) on Wed, 06 Mar 2002 14:59:00 GMT
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A true master never reveals his secrets.

Subject: Good Snipers, I need your advice!
Posted by [Anonymous](#) on Wed, 06 Mar 2002 15:02:00 GMT
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quote:Originally posted by * V I P E R *:A true master never reveals his secrets.What, are we making friggen chemical weapons here or playing a video game?

Subject: Good Snipers, I need your advice!
Posted by [Anonymous](#) on Wed, 06 Mar 2002 15:03:00 GMT
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Thanks for the tips everyone else, they will help!

Subject: Good Snipers, I need your advice!
Posted by [Anonymous](#) on Wed, 06 Mar 2002 16:06:00 GMT
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Video game?

Subject: Good Snipers, I need your advice!
Posted by [Anonymous](#) on Wed, 06 Mar 2002 16:30:00 GMT
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1. Once you get your character zoom to 75-80\% out and keep it there.2. Stay in one position and know all probable angles from incoming attack. If you cannot hold a single position the whole game then you suck.3. Move from side to side and around like crazy in a small ten foot radius to avoid Stealth Black Hand.4. Make sure your team is either holding the open ground or camping the field.5. Defensive base Sniping and that of higher ground sniping allows you to third person perspective of looking over and around objects, leave cover only to zoom out and snipe.6. Crouching is innefctive and you will die if you do this. Your movement is impeded, your head and gun show and you are at risk of not paying attention to your surroundings and possible points of attack. Keep on the move especially if you stay in one spot.7. A good player will know where you are camping and you will die, because there are no safe areas on any map. 1 pixel of you standing out and you will die.8. Learn to shoot close to mid range without zooming or you will die.9. If there is a better sniper out there, then give up and support your team in some other fashion, because no amount of hunting him will kill him, and you are just wasting 10,000+ credits

and giving many points to the enemy team.10. Remember that any class if played good enough can own your ass and make you their *****.

Subject: Good Snipers, I need your advice!

Posted by [Anonymous](#) on Wed, 06 Mar 2002 19:01:00 GMT

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LOL, I forgot about head shots... I just but like 3 shots into his chest... Well I'll get to headshots next ime I snipe...If you're sniping, pick \$500 one... The \$1000 is just a high-powered laser... One shot and dies, no zoom, but good if you're up close... and not laggin...I usually run out with no zoom, if you suspect (no actually see) little dots behind rocks or something, then zoom (lowest possible)... Usually if someone is there, you'll see em... If no one is there, unzoom and keep running... If someone is there, make sure no one else can kill you, then zoom to around 70-80% (Depending on range)... This is the best sniping because 1) The enemy body takes up about 1/3 height of the scope so that you can pick off his head... 2) You can still follow and keep him in your scope without adjust the zoom when he's running around...Since you're using the \$500, aim for the head if he's standing still... If he's moving and you're lagging, aim for chest since it'll be hard to hit him anyways... Fire ahead a tad (since he's runnin and you're laggin) and fire 2-3 shots... reload and try again if he's not dead yet...When camping out in a good spot, I wouldn't move even if you kill snipers... Only move back into cover (less than 10 feet) if a vehicle is cruising by... If the vehicle starts firing, panic and run far, far away... If you are camping in a good location (not the bunkers... they suck) then no one can get you... Just point your gun at the exit where the enemy comes from and wait (after you pick off every guy aorund the tiberium field)...

Subject: Good Snipers, I need your advice!

Posted by [Anonymous](#) on Wed, 06 Mar 2002 19:11:00 GMT

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quote:Originally posted by Leadmecca:2. Stay in one position and know all probable angles from incoming attack. If you cannot hold a single position the whole game then you suck.Rofl.I've never seen a sniper hold a position for more than 3 minutes. Nuh-huh, not when I'm around.

Subject: Good Snipers, I need your advice!

Posted by [Anonymous](#) on Wed, 06 Mar 2002 19:23:00 GMT

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Hi guys,for starters I just bought the game 3 days ago so lam a newbie to renegade. However I am NOT a newbie to sniping. I was playing Delta Force (in Executive Outcomes) 1 till 3 with a barret (.50 sniperrifle for one who doesnt know or cares) along with Ghost Recon and more from the beloved Redstorm series. Just to the point:When I was playing Renegade for the last days, I was noticing something. In most of the maps it is hard to see. Eyes normally see your movement. That is why I never move a single inch on a map before I made either 3 kills, or fired 5 shots. The oposite happens of course when I am spotted by infantry, than we go for the 'standard' jump, strafe story (although I hate jump(ers)ing.Summurizing:I for myself, stay low (and not on places

which are 'obvious' sniping spots; players use to check those alone and not the surroundings) and still. Than I go for the heavy caliber. I hate the tracers but normally the fight is so intense, most people don't even notice. just my 2 €Happy Hunting and Check Six, Regards, XIII aka Archer, Executive Outcomes

Subject: Good Snipers, I need your advice!

Posted by [Anonymous](#) on Wed, 06 Mar 2002 19:42:00 GMT

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I try similar tactics. Lay low, be quiet, darkness is your best friend. I don't snipe much in the full game but I did in the demo. Never shilloute yourself against skyline or vehicles. Never look for enemies with the zoom on or zoomed in, unless you really like tunnel vision. If you get the boss class snipers, use them against light vehicles as well, but they're inefficent at normal sniping since they will be easily detected and are twice as expensive making death both more frequent and more costly. Try and use the environment to your advantage. hide behind a simple rock or buidling whenever you can, and peek out to snipe. avoid moving too much. Always take out enemy snipers first, preferably with headshots, then anyone who might be dangerous to you, and then engineers. Us engies hate that But I stay covered...A few quick shots might be better than a long headshot. They won't know where it's coming from right away and may mistake it for something else, and you might not have time to line up. Always, Always, Always go to your sniping positions as covertly as possible. Hide behind the harvester or large vehicles on the way up. I usually get killed out in the open minding my own business while some infantry or sniper does eeny-meeny-miny-moe and picks me. Make sure to scope it out and be quiet and stealthy until you can strike.

Subject: Good Snipers, I need your advice!

Posted by [Anonymous](#) on Wed, 06 Mar 2002 19:57:00 GMT

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HA.. that's funny...I'll make 2 examples. 1: UnderThere are only five positions to snipe from. A tunnel entranceThe cliff / either sideBetween the bunkersFrom inside your base entranceWhere are you going to move too, when all of them take you 30 seconds to get there, and the enemy team relays your position, and you lose your peripheral coverage of your position on advancing snipers and enemy infantry. You stay at your position until enemy armor forces you to move. 2. FieldThere are 3 positions to snipe fromInside the tunnels to counter enemy campingFrom either team base entranceFrom either bunker which = deathI do not see snipers move position in Renegade MP, and when they do, that equals death both by infantry and vehicles. Good snipers out in deep enemy lines hold position and they stay there even if they have only 10 health left, if they are close to base they may make a run to resupply if they feel like it. Honestly... there are not many sniping positions on any of the maps, many of them just being wide open spaces inviting yourself to be tank sniped in the head, and believe me, a good driver will take you out with 1-2 tank shells. Maybe when you die, you may go to one of the few positions to sniper at, but it is all at a loss when... 1. Your team is not controlling the map or enemy entrance or... 2. You are fighting clearly a less superior force full of stupid noobs and/or your a noob in a noob game... in that case go find a clan and fight a real mans game. Another useful hint, when faced against an obviously

less superior foe who is rushing or taking headshots with a weapon at you, stand your ground, relax, aim, and kill them. Do not under any circumstances panic. With the addition of air vehicles to walls and city and whatever else map, Sniping will become even more incredibly difficult outside the perimeter of your own base more so if your team does not control the map. A good sniper has a good team... either its that or your wasting your time just killing and playing with noobs.

Subject: Good Snipers, I need your advice!
Posted by [Anonymous](#) on Wed, 06 Mar 2002 19:59:00 GMT
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Second floor of the Hand of Nod barracks did wonders for me. Unlimited ammo, quick hiding spot, excellent defensive position.

Subject: Good Snipers, I need your advice!
Posted by [Anonymous](#) on Wed, 06 Mar 2002 20:14:00 GMT
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quote:Originally posted by C5:I love the sniper, for me, the most entertaining unit in the game. Can you give me some tips like how often do you change locations, how far in do you zoom in on your target, etc. Do you try to snipe everyone or just higher units to not give away your position? And anything else you can think of. Thanks! Also, what sniper do you like best, the \$500 one or the \$1000 one? I am sure the \$500 one is good for some of you as a head shot kills instantly. What I love doing is (along with the other strategies everyone else gave u...which are all important) I love looking for the 1 guy that gets out of his tank to repair it...I take him out and either take the vehicle for myself...OR I send a message to my team telling them to grab it..and I will take out any enemy infantry that tries to go for it

Subject: Good Snipers, I need your advice!
Posted by [Anonymous](#) on Thu, 07 Mar 2002 00:14:00 GMT
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Heh. Move a lot. Seeing how accurate the assault rifle is, you don't want to be spotted (You can totally q0wn a sniper with your assault rifle. I do it all the time). Stay on one spot, but always strafing from side to side until somebody either starts firing at you, or you see a long range unit looking for a position overlooking yours. Don't crouch. All it does is make you slower. As I said before, keep moving. All the time. Even when aiming. Try to get the reticle as close as possible to the target's head, and then stop moving and take your shot quickly. If you are in a panic situation (been spotted, they're shooting at you), take your chances at firing while you move, but keep in mind that for some strange reason you'll have to lead your shots a little. Don't use full zoom unless you really need to. If you're going to only kill engineers, I suggest you take the ramjet and stand on ground of about the same height as they do (don't be above, don't be below them), since you can hit several targets with one shot (my personal record is 4 engines, w00t) and engines tend to be grouped. For anything else, take the regular rifle. It has a faster firing rate.

Subject: Good Snipers, I need your advice!
Posted by [Anonymous](#) on Thu, 07 Mar 2002 00:20:00 GMT
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dont crouch while running but do crouch when snipin cause its harder to see you.

Subject: Good Snipers, I need your advice!
Posted by [Anonymous](#) on Thu, 07 Mar 2002 00:20:00 GMT
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I like 1000 credit snipers, mainly due to the fact that you can easily take out MRLs, buggys, humvees, and mobile artillery solo if you need to. But I never really realized the 500 credit didn't give away your position, I may have to use it more often for just killing infantry.

Subject: Good Snipers, I need your advice!
Posted by [Anonymous](#) on Thu, 07 Mar 2002 11:18:00 GMT
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in large tank battles, there are 3 things your team needs.1) Tanks2) Engineers3) A good sniper or 2, to kill enemy engineers, and thus weakening the enemy tanks.

Subject: Good Snipers, I need your advice!
Posted by [Anonymous](#) on Thu, 07 Mar 2002 13:58:00 GMT
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Yet when your in the hand of Nod, you die fast and easy, especially with insane amounts of splash damage. Also while trapped within your base, you are actually not providing any help towards your team. I do not take HoN into account as a sniping position since in many occasions it's death and 1 Mammoth or MLRs missile will blow your brains out.

Subject: Good Snipers, I need your advice!
Posted by [Anonymous](#) on Thu, 07 Mar 2002 18:20:00 GMT
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anywere dark and you can stay hidden to the oblivious who dont expect anything to be hiding.be stealthy, i dont care what kind of spot you have if they saw you or shot at you they will go were you were going if they dont get you first.dont shoot people looking strait at your position if you think they havent found you yet.use the 500\$ sniper he has no tracer and he is cheaper so death isnt to bad.kill engies and snipers also people running toward empty tanks maybe some one else will take it from em then they cant do much to you without there tank and little cashzoom in just far enough that you can hit your target track him if he runs and then find more people to kill quicklywhen finding a spot think were would i least expect to be shot at from and scare the ****

outa me so i dont know whats going on dont go to the same spot if you were just killed therehide if vehicles come by less you move the better eyes often track motion better than collor so if you move alot they will see you(i held the upper road that leads into the nod base for about 7 minutes just snipin everyone inside and didnt move from that spot they never say me i never got shot at and they couldnt get in thier vehicles there was a med on the other side killin the vehicles, the whole time they thought i was on the other side of the map with the med)only reason why i didnt hold it longer is because we won.if you are being sniped MOVE ALOT! it is harder to hit a running strafing jumping target than a still one.thats all i can think of now but considering these maps suck for sniping anything else might not matter

Subject: Good Snipers, I need your advice!
Posted by [Anonymous](#) on Fri, 08 Mar 2002 01:13:00 GMT
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i love a good sniper battle, these things get interesting sometimes, when you know that the other sniper is just spotting you, zoom out some, aim for the head, and with a steady hand, he's an easy kill, also, when you snipe, make sure to know where ppl can come from, and, if youve got a willing teammate, have them cover your back, doing nothing but that, so as not to give away your location

Subject: Good Snipers, I need your advice!
Posted by [Anonymous](#) on Sat, 09 Mar 2002 11:45:00 GMT
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This is not realy a tip but a weird statagy.As gdi be a \$500 sniper and try to jump out of biulding and land on a tand(hopefully its a mammy) Then rack up kills. I've never tryed this but i've seen someone else do it

Subject: Good Snipers, I need your advice!
Posted by [Anonymous](#) on Sat, 09 Mar 2002 14:59:00 GMT
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I usually buy the \$1000 sniper if I can afford it again even if I get killed. Try to learn how to hit moving targets and try to learn how fast each unit is capable of going. A good deal of my sniping kills have come from moving targets. Also when hiding out waiting for a target you should be crouched and periodically pop up when making shots so you won't be seen so easily. I try to hit all units so I can get more credits and a higher score so I can upgrade to the better sniper. If you can afford it buy a fast set of wheels to get out to where you're going to camp out quickly and try to stash it out of view. A good thing to do is be a Tech or Hotwire and pick up a sniper rifle. Then place remote c4 on your ride to blow it up in case the enemy gets a hold of it. That's saved my hide quite a bit

Subject: Good Snipers, I need your advice!
Posted by [Anonymous](#) on Sat, 09 Mar 2002 23:37:00 GMT
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I like to buy a 500\$ sniper an shoot a 1000\$ unit in da haed an **** em' off. Heh

Subject: Good Snipers, I need your advice!
Posted by [Anonymous](#) on Wed, 20 Mar 2002 19:05:00 GMT
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what if u bought like a buggy or hum vee, parked it in the enemy base and snipe everyone that trys to kill itBTW,I had a game last night on the complex map and i was gdilt was close to the start and i already had 500\$ so i went to the top of that hill and started sniping peeps that were going to the air field hut and buying ****I killed like 10 peeps b4 i got killed by a black hand stealth

Subject: Good Snipers, I need your advice!
Posted by [Anonymous](#) on Thu, 21 Mar 2002 09:29:00 GMT
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Well, personally I like both the sipers, but I like havoc cause he does more damage! But when you get head shots, that don`t matter any!Anyway, I change positions alway`s. I never stay in the same place very long. Even if its just alway`s moving between two places or so, but never stand completly still for more than 3 seconds, and that might just be to line up a shot! But you should be able to do that on the run!And alway`s aim for the head, but wait for them to stop moving and attempt to do something else, to make your move. That, or don`t let them in your tunnels, either way!And don`t shoot at the harvester, I do it all the time but I really have to stop. It gives away your position, and also takes away much needed ammo. It might not seem like much needed now, but wait until you run out...at the worst time. As Murphy`s law states:"Everything that can go wrong, will go wrong, and at the worst time!"So keep your ammo, until you need it!OH, and don`t shoot vehicles, wait for them to get out and repair their vehicles, then strike. STRIKE WITH A VENGEANCE!!! Then use their vehicle to destroy their harvester, just to put hurt on top of agony!Enjoy!Peace

Subject: Good Snipers, I need your advice!
Posted by [Anonymous](#) on Thu, 21 Mar 2002 10:54:00 GMT
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I'm not one for staying in the same spot to long as some of you are. If I am sniping I usually get peeps looking for me pretty quick. I also snipe the engine,enemy snipes and anything that is a \$1000 charator. I will shoot vehicles as a last prioraty and only if they are engage in a fight with another vehicle. I try to stay out of usual snipe spots as well. But I have been burned by a few stealth black hands by not moving to a new spot soon enough. Nothing like a block of c4 stuck to your face to learn a lesson. [March 21, 2002: Message edited by: Cujo20r][March 21, 2002: Message edited by: Cujo20r]

Subject: Good Snipers, I need your advice!
Posted by [Anonymous](#) on Thu, 21 Mar 2002 11:01:00 GMT
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And I love to take out you "so-called Snipers" when in fact all they do is take easy shots behind cover of tanks in the heat of battle no skill involved ,, taking out a "sniper-wannabe" with a rocket launcher takes skill... PS: why is it that the "snipers" never take out the enemy snipers..? most of the time the snipers all they care about is themselves... [March 21, 2002: Message edited by: ID_Ghost]

Subject: Good Snipers, I need your advice!
Posted by [Anonymous](#) on Thu, 21 Mar 2002 11:34:00 GMT
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Well a sniper is a support role and if those so called snipers as you stated aren't doing their job by counter sniping then I can see why you are mad. As far as firing from behind tanks as far as I know it's the best way to stay alive on most maps. If peeps aren't paying attention then they are easier to kill. I don't snipe every map I like techies or Black hands mostly. But it sounds to me that you got thrashed by a snipe or 2 and are mad about it.

Subject: Good Snipers, I need your advice!
Posted by [Anonymous](#) on Thu, 21 Mar 2002 11:37:00 GMT
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quote:Originally posted by Cujo20r: Well a sniper is a support role and if those so called snipers as you stated aren't doing their job by counter sniping then I can see why you are mad. As far as firing from behind tanks as far as I know it's the best way to stay alive on most maps. If peeps aren't paying attention then they are easier to kill. I don't snipe every map I like techies or Black hands mostly. But it sounds to me that you got thrashed by a snipe or 2 and are mad about it. Mad...no.. I just think its funny that they seem like it takes skill to snipe...(in this game) taken out by snipers...yes...but never twice in the same level..and I also took them out ..more than once per level...

Subject: Good Snipers, I need your advice!
Posted by [Anonymous](#) on Thu, 21 Mar 2002 11:46:00 GMT
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Ahh. Ok bro you sounded mad or something. I agree it's pretty easy to snipe in this game most of the time. Unless you have a bad team or a good enemy that adapts to you pretty quick.

Subject: Good Snipers, I need your advice!
Posted by [Anonymous](#) on Thu, 21 Mar 2002 11:52:00 GMT

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quote:Originally posted by Cujo20r: Ahh. Ok bro you sounded mad or something. I agree it's pretty easy to snipe in this game most of the time. Unless you have a bad team or a good enemy that adapts to you pretty quick. No...not mad I just believe that snipers should be more, team players...rather than lone-wolf type.. and I'm tired of hearing how good these snipers think they are...do they ever take on 2 stealth tanks..plus a enemy sniper at the same time...no...I have with only my rocket launcher..pushing them back..and most of the time destroying atleast one tank and damageing the sniper and other tank..(as an example)..

Subject: Good Snipers, I need your advice!

Posted by [Anonymous](#) on Thu, 21 Mar 2002 17:04:00 GMT

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always use the \$500 dollar one unles ur trying to estroy a tank or sumtin.once u find a good vantage point, stay there(I usually try to hide in the opposite sides bunker, so when anyone comes out BAM!n there dead.always try 2 get head shots and don't zoom in 2 much, or u cant see anything else.

Subject: Good Snipers, I need your advice!

Posted by [Anonymous](#) on Thu, 21 Mar 2002 17:38:00 GMT

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quote:Originally posted by C5:I love the sniper, for me, the most entertaining unit in the game.Can you give me some tips like how often do you change locations, how far in do you zoom in on your target, etc.Do you try to snipe everyone or just higher units to not give away your position?And anything else you can think of.Thanks!Also, what sniper do you like bst, the \$500 one or the \$1000 one?I am sure the \$500 one is good for some of you as a head shot kills instantly.If you want my advice, I can tell you my best strategies.1)Use the \$500 sniper. The \$1000 is only good for anti-light armor purposes, such as taking out MRLS's, humvees, or buggies. Also, your opponent get's more points for killing the \$1000 one.2) Find a place against a wall, preferably with a big rock or something next to you. A good example of this is in Under. As you are leaving the Nod base, you will notice that dark colored canyon wall, and big rocks to hide behind. With the black hand sniper, you blend in perfectly.3) Aim for the head ONLY! If you take a shot and hit the guy in the gut and it doesn't kill him, then he will be aware that you are there and will pose a large threat to you. Also, one hit to the head will kill anything!4) Use ammo wisely. Don't burn ammo on heavy armor like the APC, it's a waste of time. 6-7 shots can kill a humvee, but I would only do this if the humvee is a direct threat to YOU. Same with the buggy.5) Always take aim for other snipers first. If you are being shot at by snipers, kill them before you shoot anything else. Even if you have shotgun troops running at you, DON'T stop shooting snipers! You will give an advantage to your team, and in the long run, prevent snipers from messing with you in the future.That's all I can think of now.

Subject: Good Snipers, I need your advice!

Posted by [Anonymous](#) on Thu, 21 Mar 2002 20:52:00 GMT

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quote:Originally posted by Marauder1187:5) ...Even if you have shotgun troops running at you, DON'T stop shooting snipers! You will give an advantage to your team, and in the long run, prevent snipers from messing with you in the future.6) Don't get into a situation where the enemy can get this close to you. Ignore Shotgun Soldiers??? Did you ever hear of falling back? If someone was that close to me I wouldn't keep firing at the sniper!

Subject: Good Snipers, I need your advice!

Posted by [Anonymous](#) on Fri, 22 Mar 2002 00:06:00 GMT

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I like the ramjet rifle for the obvious reason of light armour vehicals, but an added bonus is that it can fire through trees. I don't remember the name, but the map w/ the water fall, once you come out of your base, look through the tree and see if a sniper is nesting in the bunker by their base. If there is you can pick them off, and they will not find your position because you are behind the tree. I've taken out several 1000 credit units this way, making it easier to reach the bunker on my side of the field.

Subject: Good Snipers, I need your advice!

Posted by [Anonymous](#) on Fri, 22 Mar 2002 03:07:00 GMT

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Point at people and click. Best sniping advice in the world!

Subject: Good Snipers, I need your advice!

Posted by [Anonymous](#) on Fri, 22 Mar 2002 03:14:00 GMT

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Well, theres been a lot discussed.. personally i find the 500 Sniper much more effective.. anytime im Havoc i get spotted far easier, for obvious reasons. If i Ever get sniped, i'll have a fairly good idea of where it came from and head there as soon as i respawn to take out the sniper.. so its probably better to move when sniping, experianced players can find u easily.Although Deadeye/Blackhand is harder to find its still not that bad, best idea is if the map has spawn weapons, get a Blackhand Stealth and find yourself a rifle Moving doesnt always help your position.. one game on C&CUnder i was blackhand and stayed in the NOD bunker side for about 20 mins.. took out like 5 snipers who came for me.. 2 were Havoc.. i musta ****ed them off Anyway dont waste ammo on vehicles unless they are engaged or far from you (behind more so) Always go for head shots!! i cant stress this enough! If someone takes damage from a Sniper its Instantly noticable, its not sloppy like an Auto rifle or automatic weaponry.. its a clean hit, if you got 200/100 the 100 Armor will leave and you'll have the 200 left, then you know a sniper hit u.I have more trouble hitting moving targets than anything else personally.. i usually stay at around 50% Zoom so i can scan easily and zoom in on anything noticed.
