
Subject: Sniper Tactics...

Posted by [drksh0t](#) on Tue, 13 Jan 2004 05:26:57 GMT

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(this is mah first post... go easy on me)

Well... I am one of those players, who live for the Sniper Riffle. All I basicly play are sniper servers, Though the AOW ones can be fun... if im in the mood for blowing things up. Anywho I have found a few usefull tactics, and want to get some of your opinoins on them... and please no "n00b" coments...

I prefer the 500 snipers compared to the 1000's; mainly for rate of fire reasons. (ex. pulling off more HeadShots)

Ducking while in a shootout... I have found helpful, yet sometimes damning. Ducking in the middle of a shoot out seems to throw the opponet off, though sometimes ducking gives them the perfect HS. And since the 1000 users seem to aim more for the body than head, Ducking against them dosent seem to be as affective...as ducking against the 500 users. Since the 500 users aim more for the head of the oppnet Ducking agains them seem to do alot.

Camping or rushing...Personaly I have found that camping... does not seem to be as affective...unless you are outnumbered, I like rushing (even if outnumbered =P) Busting into the enemys base seems to be more affective for me...but I am a agressive gamer =P

Well thats just mah view on a few key sniper tactics... and i would LOVE to hear what you all have to say! Thanks!

Subject: Sniper Tactics...

Posted by [tehspy420](#) on Tue, 13 Jan 2004 13:43:15 GMT

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Stick with the 500 sniper cuz its cheap, effictive and not much of a loss in AOW. Never duck in a fight though less ur on a ramp or something where you won't be hit. Always reload as often as possible cuz reloading in a fight can make or break you. Keep your pistol loaded as if ur against a noobjet and you have them at 50 health..... ya get the point.

~The Ghost~

Subject: Sniper Tactics...

Posted by [DragonSniper](#) on Wed, 14 Jan 2004 13:56:42 GMT

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lol well i have to agree with tehspy on both his suggestions (never duck and stick with 500 snipers) ducking only gets you killed faster because it stops you so you can duck therefore making you a sitting duck. also the 500 sniper does the same thing as the NooB rifle other than the 2 shot kills but when your aiming for the head there is no difference other than the money u just wasted on the NooB rifle. any other " tactics" that u think are good or want opinions just reply em and if you are good enough drksh0t i want a sh0t at you well gotta go.....snipe ya all

later :twisted:
- JoKeRsHoK

Subject: Sniper Tactics...
Posted by [DragonFg](#) on Thu, 15 Jan 2004 19:49:17 GMT
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I like 500 characters better cus if you miss they won't see the shot.
Also, get close to aiming at the enemy with the mouse but make the final adjustments by walking right or left. By doing this, you don't waste time trying to carefully edging the mouse a millimeter to either side.

Subject: Sniper Tactics...
Posted by [weesheep](#) on Thu, 22 Jan 2004 12:57:25 GMT
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Here's my opinion on the 2 sniper classes.

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

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

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

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

Obvious advice on sniping:

1. Mainly use 3rd person view. The reason I say "mainly" is because you can see round corners and slightly behind you so it is very good for close range, however I personally find 1st person better for long range sniping (anyone else find this?).
2. Always load up your pistol before you rush out to battle.
3. I always zoom in to about 50% max magnification before I go out to battle.
4. Always try to keep fully loaded but DO NOT reload after 1 shot when 3 snipers are rushing you, most likely you will die reloading

5. Always strafe.

6. Rather than ducking I tend to jump as this nullifies the possibility of a 1000 sniper accidentally hitting you in the head when you are ducking.

7. Teamwork, if you have even 1 decent sniper covering your back it will be very hard for any non-organised team to overrun you.

Subject: Sniper Tactics...

Posted by [coolmant](#) on Thu, 22 Jan 2004 22:49:22 GMT

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Never stand still. Jump always, and move in a strafe fashion never the same direction. AOW wise I: attack, back off, reload, sometimes point where. Otherwise coordinate a team flame or tank rush with engies in an APC.

Subject: Sniper Tactics...

Posted by [SS217](#) on Fri, 23 Jan 2004 01:07:29 GMT

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Might as well try my server, JTeKSvr06, from what I read on IRC consider yourself skilled if you come out with a positive k/d

Subject: Sniper Tactics...

Posted by [weesheep](#) on Fri, 23 Jan 2004 11:58:07 GMT

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Normally play in Europe, being from the UK but have on a occasion played on your server.

I lag a bit due to being in the UK but I love it nonetheless, I always tend to get on the team against all the 1337s so it's always a good challenge

Love when some n00b uses a beacon and gets negative points lol.

Subject: Sniper Tactics...

Posted by [NHJ BV](#) on Fri, 23 Jan 2004 14:17:45 GMT

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I noticed that jumping in a sniper duel isn't all that great. I hit my foe much easier when I'm not jumping; and while that might also work the other way around, *I* aim for the head

I'm talking mainly about sniper servers running the Map_Sniper.mix maps.

Subject: Sniper Tactics...

Posted by [azngqboy](#) on Sun, 25 Jan 2004 05:46:45 GMT

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my rules of sniping ...

the 500 sniper is good, but if spawn weapons are on .. dont ever buy a 500 snipe, jsut pick one up, Story time

1- it was HourGlass, i had a friend distract OB while i APC'ed my way to the PowerPlant, i did the basic C4 on the MCT, then 2 ChainGun Bh came, and 3 engy's, i picked off all of them tanks to my Sniper i picked up. i was outside doing all the above tactics, but Hotty's have more life .. so better, also the model is smaller, even harder to hit!

2- Canyon, i was an engy, n with a hotty, we picked off other with pistol while repairing in the tunnels, so i pick up sniper and starting for the Nod base, i got up to the spot behind the refinery, needless to say, i picked off the last 2 Techs, 2 Bh, and a few reg Engy's ... only to get killed by a SBH ... but it was free, kill 12 ppl, and i was an engy, so i healed teammatesd as well

alright now for actual tactics, the above are great, but this is what i wanna add, if u have a base that is big, hide in the back near a rock or wall with a clear view of the entrance, u have a good sniping spot, also after killing 2 ppl, switch spots. always good on D, really good in hourglass to pick off Arty's and guards, but if u have to do field work, make sure u are damn ass far away from other snipers on ya team, or anyone on your team, u want less attention not more!!! The 1000 sniper is useless basicly, unless u are in a sniper battle, then its better, cause u dont have to aim for the headm they will if they are with the 500. Also i want to repeat the 3rd person view, unless u are firing rockets, always use 3rd person (or those situations when u are tryn to shoot over a wall .. etc.) u can peek around walls, spot engy's trying to land some C4. But the only real tip i can give from here is, dont ever hold the fire trigger, if u miss, calm down, wait for the clear, then shoot, same goes with the shotgun, person ion, and hell the rocketlauncher!!!

Subject: Sniper Tactics...

Posted by [TheSkarekrow](#) on Tue, 27 Jan 2004 00:27:57 GMT

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DragonSniperlol well i have to agree with tehspy on both his suggestions (never duck and stick with 500 snipers) ducking only gets you killed faster because it stops you so you can duck therefore making you a sitting duck. :twisted:

- JoKeRSHoK

LOL so true.

Rammies are fun, but expensive. I usually use ramjets, on AOW maps, because they can kill lower infan easily. But on snipers only, 500 all the way, and the added bonus that the \$500 sniper doesn't have bighead in the bighead cheat.

Snip ya later...

...TheSkarekrow

Subject: Sniper Tactics...

Posted by [DragonSniper](#) on Mon, 22 Mar 2004 01:32:22 GMT

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

even on AOW its not good to use the ramjet only because for one it costs too much and also if your a point whorer u wont get as many points from kills and shooting tanks as a 500 cred. sniper would. and that in mind shooting vehicles as a 500 cred. sniper gives you more credits to buy more snipers (my choice) or vehicles to help the team

Subject: Sniper Tactics...

Posted by [REMEMBERME](#) on Thu, 25 Mar 2004 15:58:05 GMT

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Wen u jump, u can aim 4 were they land, wen u duck, u MAY set yourself up for a hedshot, i dont duck, pesonally, and i find the 500 snipa to be effective in maps such as snow, glacier, and other big maps where sniper steatlh is effective, in a small, jam-packed tunnel action map, go with the havoc, easy to boink all high-level characters and it doesnt matter if they see your shot, also good to mix with other AOW characters because they wear downthe opponents and you finish them off, or visa-versa

its not a "n00bjet", it depends on the scenario or what you like to do, they both even each other out (the 500 and 1000)

weelll g2g,

peece evryone and d00bie,

evo

Subject: Sniper Tactics...

Posted by [Scopehunt](#) on Thu, 15 Apr 2004 03:39:19 GMT

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Im also the one that lives for sniping. The best has to be the 500's. If you miss a shot, it does not make a loud noise or leave a blue beam of the direction the shot came from (thus giving your postion away)

However if you out-numbered then the best is either Sakura or Havoc, 2 shot kill but if you die, gives the opposing team mroe points.

500's take a long time to reload BUT shoots more rapidly.
1000's Take a split second to load BUT shoots more slowly.

Subject: Sniper Tactics...

Posted by [cowmisfit](#) on Thu, 15 Apr 2004 10:42:43 GMT

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take a 500 credit sniper, run up to the enemy, blow there brains out.

Subject: Re

Posted by [darkboy](#) on Wed, 12 May 2004 02:32:19 GMT

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This is also my 1st post so be nice.. I forgot what u wrote so I'll write a bit of my strataegies (which might be the same as your's.)1st: I alwayse use 500 cred sniper, one time I played for like 3 hours with 500 and switched to sakura, I realised how much she sucks because she shoots so slow.2nd:With that thought in mind my first technique may be thought a little n00bish but I'll share it anyway. It's called spam sniping. Many people dont think this but it works. You can follow people with your mouse and just hold down the left mouse button(using a 500 cred sniper of course). Remember, aim for the head and think about predicting their movements. I know you're probably thinking that im stupid to say thins but u really can predict peoples movements. People commonly absent-mindedly circle strafe.3rd: Circle strafing is moving in a circle while having your aimer fixed on someone. This might work in games like unreal tournament but it doesnt work in renegade. Take advantage of people who do this, u can predict the precise moment where their head is in place.4th:I, alot of the time, rapidly press the a and d key, it madly strafes someone and u can focus on someone really easily. This is my favorite method but i'm sure there are better.5th: Your parents might not reccomend this but I suggest eating or drinking caffine before playing renegade (if you are really hardcore .) This makes you really highly able to uhh play better, I can't really get into detail. I don't do drugs but one time I played a guy online and he was really high and he also kicked a lot of ass. Please don't ban me off the forum if i wasn't allowed to say ass or high (im a n00b to this forum.) 6th:another technique is wall hugging. This is when you are in third person view and you are looking around the corner, you pop out and you shoot someone coming up. Ok that's all I have so far, I hope you people like my info, later.

Subject: Sniper Tactics...

Posted by [EvoSnipe](#) on Thu, 13 May 2004 15:04:19 GMT

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wow man, try those tactics and ill boink u for sure

Subject: Sniper Tactics...

Posted by [darkboy](#) on Fri, 14 May 2004 00:50:06 GMT

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EvoSnipewow man, try those tactics and ill boink u for sure
Yeah I know, use my tactics and u'll boink everyone for sure bish

Subject: Sniper Tactics...

Posted by [Majiin Vegeta](#) on Fri, 14 May 2004 12:23:11 GMT

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sniper tactics that i have observed from those really elite players :rolleyes:

cheat

warp exploit

glass shoot

gliche the 500 snipers only scripts to get a Ramjet on a deadeye (dont ask me how but it is possible)

clickbots.. with coloured skins are more common now

dont forget about the OBVIOUS type kills..

refilling while fighting..

spawn kill

theres your average sniper these days in renegade..

if you can master all of those.. "skills" your elite :rolleyes:

Subject: Sniper Tactics...

Posted by [nastym4n](#) on Sun, 16 May 2004 13:54:45 GMT

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Majiin Vegeta

refilling while fighting..

use a snipe mod, or alternatively, get over it.

Subject: Sniper Tactics...

Posted by [cowmisfit](#) on Sun, 16 May 2004 14:31:38 GMT

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Majiin Vegetasniper tactics that i have observed from those really elite players :rolleyes:

cheat

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spawn kill

theres your average sniper these days in renegade..
if you can master all of those.. "skills" your elite :rolleyes:

I dont do any of those and im elite. hehe but then again, you and me are "original" and "real" snipers who actually kill people, do good for our teams, and don't just point whore off tanks.

Subject: Sniper Tactics...

Posted by [Creed3020](#) on Mon, 17 May 2004 01:45:30 GMT

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sw33tactually im not agreeing with weesheep because i like 1000 snipers better than 500 because 1000 has a longer range and has 1 shot kill fer chest

my advice to snipers.....

- 1.always keep your head down exept when sniping
- 2.stay in 1st person,it seems to be better because ur actually focused on the target,not the body of ur character
- 3.always aim for head,youll kill faster that way(kind of a givin)
- 4.never go for vehicles...vehicles arent effected by sniper shots and theyll search u out if fired upon
- 5.search for dark areas on high ground,you tend to see more and the dark areas make u harder to track
- 6.keep your pistol loaded while tracking a good sniper post,your rate of fire decreases when your in a fire fight at gound level

i would tell u the reast but those are my secrets and ill open a can of whoop @\$ \$ wth them

LOL, Longer Range.....They both have the same just one you cannot see because of a dumb contrail...

Subject: Sniper Tactics...

Posted by [warranto](#) on Mon, 17 May 2004 06:41:47 GMT

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Majiin Vegetasnipers tactics that i have observed from those really elite players :rolleyes:

cheat
warp exploit
glass shoot
glitch the 500 snipers only scripts to get a Ramjet on a deadeye (dont ask me how but it is possible)
clickbots.. with coloured skins are more common now
dont forget about the OBVIOUS type kills..
refilling while fighting..
spawn kill

theres your average sniper these days in renegade..
if you can master all of those.. "skills" your elite :rolleyes:

Hey, there is NOTHING wrong with refilling during a sniper battle. As I always say, kill them before they have a chance to refill, or don't complain.

"But they refill after every hit!"

Thats what headshots are for.

Subject: Sniper Tactics...

Posted by [Majiin Vegeta](#) on Mon, 17 May 2004 10:42:58 GMT

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IF getting headshots was such an easy thing todo i would not complain
but its not as easy as you seem to make out

fighting decent snipers that refill are really annoying most times if they flicker to much i hit them with bodyshots and if they refill after every hit .. whats the frikin point..

i dont mind refills after they have killed me or vica versa but come on every frikin hit

there are to many cheap snipers these days in renegade

Subject: Sniper Tactics...

Posted by [cowmisfit](#) on Mon, 17 May 2004 10:46:48 GMT

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sadley there are its because stupid shit n00bs who think there snipers but all they do is whore.
Go in a game and look around half the team is snipers, do they have more than 4 kills NO they do have 900 points though I can get more kills in 15 mintutes than the entire rest of my team's snipers can in 30 or 40 minuts i bet.

Subject: Sniper Tactics...

Posted by [Jzinsky](#) on Wed, 09 Jun 2004 12:31:41 GMT

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weesheep

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

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

1. True, nor is it easy to locate them by looking, as he looks like a normal chaingun dude...
 2. Pass
 3. Never found any difference
 4. Yes, but only because Havoc and Sakura are easy to spot and makes everyone else panic
- weesheep

1. Mainly use 3rd person view. The reason I say "mainly" is because you can see round corners and slightly behind you so it is very good for close range, however I personally find 1st person better for long range sniping (anyone else find this?).

2. Always load up your pistol before you rush out to battle.

3. I always zoom in to about 50% max magnification before I go out to battle.

4. Always try to keep fully loaded but DO NOT reload after 1 shot when 3 snipers are rushing you, most likely you will die reloading

5. Always strafe.

6. Rather than ducking I tend to jump as this nullifies the possibility of a 1000 sniper accidentally hitting you in the head when you are ducking.

7. Teamwork, if you have even 1 decent sniper covering your back it will be very hard for any non-organised team to overrun you.

1. Pain to implement, although some kind of "look about" thing like on Grand Theft Auto 3 would be great, or even a mandatory, yet very short, EVA scan showing enemies within about 10 feet.

4. I've never been chased by snipers, just tanks...

5. Shoot and move, shoot and move.

6. In general, run, duck, shoot, fart if it gets them off you...

7. Snipers are alone, less easy to see 1 person
