
Subject: Best Sniping spots!

Posted by [Anonymous](#) on Tue, 17 Sep 2002 08:21:00 GMT

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

quote:Originally posted by ADM:If you are a very good sniper in Renegade, you don't camp behind rocks and trees waiting for someone. You use edges of high points to hide your body while you move back and forth and randomizing your attack rates. As a sniper you should never stop moving unless you are chatting. You should never duck either, n00bs duck and it's pointless. AGREED! There's nothing more I like, when sniping, is units that stay PERFECTLY still and duck when shot at.. still staying still.. or the people when they get into a fire fight. They stop dead and worry about aiming and NOT moving. These are the times that I wish I could stop just to type and tell them how dumb they are. What they need are insult buttons! that cause a sound to be played in the vicinity of your character so only nearby units can hear. As for tactics, Movement is key, and changing your location constantly! Although, one place where there is a glitch in the map is hourglass near the left side looking into a base.. the wall looks like it curve away like this: "/" but in actual fact, there's an invisible portion that is there that goes straight up from the base.. like this "|/" You can safely look into their base and peep out to snipe in an instant then pop back in... this is better for GDI as the AGT will fire missiles when spotting a player! and the Obelisk is just that much slower. The only way against this is to spot this problem and ready your sniper cursor just beside their head.... then wait for them to take the bait of another kill..... Hope you like this one
