Subject: is the sniper any good playing on the internet?
Posted by Anonymous on Fri, 22 Feb 2002 15:44:00 GMT
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i just started playing yesterday,after a few hours, i must say sniping with $1000 sniper are excellent even though i have 600-700ms pingi got ratio of 12:1(b4 lagging out from 4000+ms) just by hiding in dark places(hint: **** good place away from sun but u can snipe ur base entrance n opponent base and vehicle will have hardtime getting u and lots of rocks n a few tunnels to choose) n sniping unsuspecting infantry, engineers and light armoured vehicle...if it is mammoth or something, get their engineer when they repair... it is very important that u snipe and hide then come out again...and listening for sound is very important to make sure no infantry closing in on u...or for enme snipers/rail/ion on top busy with taking out vehicles, sneak up on them n blow thier head off...whats good about being sneaky is, they wont know what hit them if u hide properly n wait for the right chance and only taking out selective target...if someone did see u, do change place... if they busy battling, they wont know a sniper kill them since renegade doesn;t write killed by pistol or sniper rifle.... sniper doesn;t recoil....there are no lag compensation, if u pull the trigger right when there is a red flash on ur cursor it will hit no matter watcrouching behind rock is very very important (dark area, they wont be able to see u no matter wat) unless right up ur ass real close..and i must stress get ur ass back behind the rock crouched is very important too........thank god there were no spectator mode that they can see where i hides but i guess sooner or later they will find out....even though sniper is just 4 bullets each clip, it is very accurate no matter u r strafing or unzoomed...no recoils! (if u r a counter-strike fan, u will have no trouble sniping but u just need to work on stealth)with 250health and full armour, when ur sniper rifle have about 5-8 bullets left, go in enemy base through tunnel n rush for it...use ur c4 if u got through...dont waste ur sniper bullet on the building if u can get in..use pistol on master control (unlimited bullets)just my first day experience...sneaking behind or side of good driver/engi wont do u any good unless u r engineer/tech packed with all sort of c4sdo take notice of area inaccessible by vehicles, they are very good to shake off vehicle and take hits at them (dont get carried away - since u will need to hit them a lot while they only need a few good shot)once u died, just get engi n lay mines on those tunnels (ur getaway for ur sniper as well as protecting base)setting up random mines around where u snipes also help in fending off nasty infantries...always nice to watch them blown up while they strafe around wondering WTF.. (dark area, not easy to see a mines if they r carried away trying to kill u - but i guess someone will learn about this tactic soon)if there are lots of vehicle outside trying to overrun ur base...with ur tunnels mined, get a sniper n go out tunnel n hide behind rock and kill those engi and MRLV and apc and humvees...if someone spot u and come for u..come back into tunnel and change to engineer n lay more mines after those expended ^^wow..just one day...i find sniper is so nasty... engineer is a must also...good driver also hot...but hell dont be afraid to strafe n shoot, its very **** accurate... tiberian rifle can kill any infantry n light vehicle rather fast too and its not that hard to hit in medium n short distance...and i find it amazing tiberian rifle can hit long distance too...i took out a sniper with it once with a spray i saw his HP went down at amazing rate but easy to be spotted and die pretty fastargh i am just tired i donno wat to write anymore... sniper are certainly more interesting than the one in CS...and more satisfying and exciting and it takes a smart one to take her/him down....