
Subject: how to be a good sniper
Posted by [Deamond11](#) on Tue, 31 Jul 2007 07:43:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

hey all im a noob on these forums
youve probably faced me before on the jelly servers aow 1
lol but yeah i used to be a quite good sniper but i still get owned by godly snipers.
just wondering how you guys sniper do you use scope do you constantly move?
how do i get better im ok but im an easy target and sometime find it hard to aim.
im currently rank around the 140-150 with 17 recs so im not the worst player in the world.
so yeah if you can help that'll be great.

also if youve faced me before got any pointers for me or do i have anything i do well?

thanks all

Subject: Re: how to be a good sniper
Posted by [Tunaman](#) on Tue, 31 Jul 2007 07:45:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

Practice. Play in sniper server vs. good snipers.. When you go back to the AOW game people will seem really easy to shoot.

Subject: Re: how to be a good sniper
Posted by [Goztow](#) on Tue, 31 Jul 2007 08:59:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Do you 'lag' a lot? On big serevrs you can easely get what's called 'FPS'-lag, because of the big amount of action/info. If your FPS is low, then you'll have more trouble aiming.

Anyway, Tuna is completely right.

The key is to keep moving in a rather unpredictable way while keeping a decent aim. The balance is found through practise.

I'd recommend you to train on snipe serevrs without rules that don't allow looping or that only allow you to go in tunnels as they won't learn you how to always be aware of hidden snipers and how to handle them + they are usually populated by "wall huggers" (people just sitting behind their wall and popping their rifle out to shoot).

Subject: Re: how to be a good sniper
Posted by [sadukar09](#) on Tue, 31 Jul 2007 21:01:43 GMT

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

bunny hop :/ some n00b (a guy who wouldnt learn...) just stood still whole game shooting at people...needless to say he had 25+death while I bunny hopped and I joined like 10 min into the game and I got 25+ kills >_> and DO NOT snipe with Ramjet or you never will get better, start with the 500 Sniper.

Subject: Re: how to be a good sniper
Posted by [Herr Surth](#) on Tue, 31 Jul 2007 21:04:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

1. Going to Ramjet or 500 is more a personal opinion. dont listen to anybody, just test out yourself which Sniper is better for you.

2. Dont Jump to much. An enemy can predict where you will fly. And it will screw your aiming, at least in my opinion.

Subject: Re: how to be a good sniper
Posted by [BlueThen](#) on Tue, 31 Jul 2007 22:20:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

True it's a opinion on how are never start on ramjet, I say start on ramjet, to start out easy and such. Then move on to 500 snipers if you think you're up to it. Just an opinion.

Subject: Re: how to be a good sniper
Posted by [Tunaman](#) on Wed, 01 Aug 2007 01:29:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

Just use what you are comfortable with. I generally use the 500 sniper because I'm more comfortable with it.

Subject: Re: how to be a good sniper
Posted by [Deamond11](#) on Wed, 01 Aug 2007 08:44:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

thanks for the help but should i use scope etc and when you move around with scope are you running or walking lol it look so slow to run while using it

Subject: Re: how to be a good sniper
Posted by [Herr Surth](#) on Wed, 01 Aug 2007 11:42:57 GMT

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

When u use Scope, you are as fast as you would be with Walking. Due to a bug in Renegade, when you scope, both the Walk and the Run animation are seen which makes it a bit harder to aim for you.

Some sniperservers fixed that Issue however, mainly the ones with Renegade Resurrection.

Subject: Re: how to be a good sniper

Posted by [Jamie or NuneGa](#) on Wed, 01 Aug 2007 17:41:23 GMT

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

if they dont know you are there by all means use the scope, but if you are seen by someone dont us eit because you need to be able to dodge... which is near impossible when in scope mode.

Subject: Re: how to be a good sniper

Posted by [Sccrscorer](#) on Wed, 01 Aug 2007 17:42:06 GMT

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

unless you are awful with freeview u should use that instead of scoping. that would fix your dodging issues

Subject: Re: how to be a good sniper

Posted by [Carrierll](#) on Wed, 01 Aug 2007 21:36:48 GMT

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

I personally find that jumping lets me be lag killed, might just be my connection, might be Renegade's netcode.

Subject: Re: how to be a good sniper

Posted by [bisen11](#) on Thu, 02 Aug 2007 08:34:48 GMT

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

I constantly switch between scope and free myself, like inbetween every shot. That allows me to aim real quick then dodge right after I shoot. Also it's not always bad to take it slow sometimes, you can even crouch to become a small target. This will greatly increase your accuracy. Just don't do it too much at one time or the enemy will recognize it and likely hit you.

Subject: Re: how to be a good sniper

Posted by [puddle_splasher](#) on Thu, 02 Aug 2007 19:16:29 GMT

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

IMHO if you cannot snipe, then don't. I can't, I don't.

Get a Med instead

Subject: Re: how to be a good sniper
Posted by [Starbuzz](#) on Fri, 03 Aug 2007 05:29:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

Post deleted.

Subject: Re: how to be a good sniper
Posted by [Goztow](#) on Fri, 03 Aug 2007 07:10:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

puddle_splasher wrote on Thu, 02 August 2007 21:16IMHO if you cannot snipe, then don't. I can't, I don't.

Get a Med instead

While this may be true in public games (which applies here), in cw's or funwars it's important to be decent with every weapon in-game. You can have your specialties ofcourse, but there will always be times when you need to do something you're less good at.

Subject: Re: how to be a good sniper
Posted by [Starbuzz](#) on Fri, 03 Aug 2007 08:56:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

How to be a good sniper?

Well, go to a server that allows spawn weapons/weapon drops and buy this guy:

And then look for this guy:

Kill him and get his gun which looks like this:

And then you become the invisible god-sniper. With enough experience, you become "unkillable."

NO SERIOUSLY NOW:

If you really want to snipe like the pro's, play in a sniper server first. You might get killed a lot at first but don't get intimidated...just practice. Use the 3rd person view always.

Use 3rd person in tunnels like this; you can see around the corner...and you can pop out, make the shot or kill and pop back in to safety:

In a sniper server, everything happens fast...you will die fast (many good snipers come to hone their skills there) and you will be swearing pretty fast too. But you will get adapted to it. It will improve your reflexes a lot. Practice a lot...then when you go to a regular All Out War server, you will feel really quick...you will be getting good kills.

As for the Ramjet vs Pierce sniper rifles, remember that both are deadly. Just pick the rifle that is comfortable to you and develop your skills from there. It's much harder to master the Pierce rifle but the Ramjet is much more easier to learn and get used to. You can make that decision. Remember, both rifles kick the ass.

MOVEMENTS & SCOPES

You must keep moving at all times (unless otherwise you are comfortably concealed!). If you are out in the open, then keep zig-zagging your way around...jump, run left, jump right and blah blah blah...just keep moving. Never walk in a straight line and always keep your rifle pointed toward the bad guys. Never turn your back on the enemy...or you will regret it.

As for scopes, they are meant to be used...so don't be afraid to use them. But it is wise to know when to use the scope. DO NOT use the scope in tunnels and inside buildings. The best place to use scopes is when you are out in the field. As you practice and gain experience, you will find that the scope is pretty useless and you will be making kills at long range without zoom.

You must stay hidden too. And speed is key. Never get comfortable with the scope. Find a spot to hide, look for the enemy, zoom in using scope or just aim for their fat head without scope, make the shot and get the hell out of there. Just keep moving.

You will learn more tricks on your own as you play the game.

P.S. Goztow made an excellent point about FPS lag...they really can screw your aiming. Get a good computer and a good internet connection and use a good mouse. These things make the game more fun to play. It sucks that I only have a good mouse. My computer is trash; probably the reason why I gave up "visible" sniping and settled for the n00by SBH sniper job. Peace.

Subject: Re: how to be a good sniper
Posted by [Herr Surth](#) on Fri, 03 Aug 2007 11:03:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:

While this may be true in public games (which applies here), in cw's or funwars it's important to be decent with every weapon in-game. You can have your specialties ofcourse, but there will always

be times when you need to do something you're less good at. Sydney, RocketSoldier, Chemsprayer...?

Subject: Re: how to be a good sniper
Posted by [JasonKnight](#) on Sat, 04 Aug 2007 00:50:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

Tunaman wrote on Tue, 31 July 2007 02:45Practice. Play in sniper server vs. good snipers.. When you go back to the AOW game people will seem really easy to shoot.

idk, I completly suck in Sniper servers but then I completly own in AOW servers when I am sniping.

But then I think most sniper servers how they limit you to the tunnle is just utter BS. and then they yell at you for looping and all this other dumb stuff. So i stopped playing in Sniper Servers because all it turned into was a bunch of wall hugging do nothing but body shot servers.

I love sniping on maps like Field and Islands (in the field) and under, Even Walls is fun to snipe on. and I have a nice hiding spot on Complex.

You need to figure out what you wanna be bast at because it works differently for different people, some people get better at sniping with sniper servers, some get better with AOW servers. I got good from AOW servers and Sniper servers that permit the field.

Plus for some reason it all depends what server I am in depends on how good I am.

Black Intel and JellyServ, i can OWN, FNfalls, I cant snipe worth a crap.

Subject: Re: how to be a good sniper
Posted by [rs4015](#) on Sun, 05 Aug 2007 16:00:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

just something i noticed, if ur facing the person ur aiming at(and u wanna kill badly coz they just killed ur med), it wud be plain dumb to use ur forward and backwards keys coz to the enemy u wudnt seem to be moving much. *not in close combat situations*
so if u try to use left and right strafe keys instead, and of course the jump key, then u wud be a more difficult target, so less keys to hit while dodging and shooting
imo

Subject: Re: how to be a good sniper
Posted by [puddle_splasher](#) on Mon, 06 Aug 2007 09:36:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

tigerback4014 wrote on Sun, 05 August 2007 11:00 *not in close combat situations*

so if u try to use left and right strafe keys instead, and of course the jump key, then u wud be a more difficult target, so less keys to hit while dodging and shooting
imo

Yeah right!!!!

Thats what I always do and occasionally I still get HS in the first shot. I am sure its B1ghead or A1mbot as opposed to good sniping. Where i will land or what I do is so unpredictable cause I don't even know where I am going.

Subject: Re: how to be a good sniper
Posted by [Renerage](#) on Tue, 07 Aug 2007 05:18:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

Jumping makes you a bigger target.
Stick to crouching, and moving in decent lines side to side.
But DONT jump.

For me, it's easier to hit.

Subject: Re: how to be a good sniper
Posted by [3663Nixon](#) on Tue, 07 Aug 2007 11:32:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

Having a low ping between you and the game server seems to help a lot with Ren. If I play in an EU server things are good. If I play on a US server thing are not so good - I find I have to adjust my aim quite a bit. Its not a criticism of the servers though - more of the game.

Subject: Re: how to be a good sniper
Posted by [Goztow](#) on Tue, 07 Aug 2007 12:03:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

3663Nixon wrote on Tue, 07 August 2007 13:32Having a low ping between you and the game server seems to help a lot with Ren. If I play in an EU server things are good. If I play on a US server thing are not so good - I find I have to adjust my aim quite a bit. Its not a criticism of the servers though - more of the game.

That's no game related problem. When phoning to a person at the other side of the world, u have the same problem.

Subject: Re: how to be a good sniper

Posted by [Herr Surth](#) on Tue, 07 Aug 2007 13:11:44 GMT

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

Of course it is - the Netcode sucks badly.

Subject: Re: how to be a good sniper

Posted by [Quackpunk](#) on Sat, 11 Aug 2007 03:33:15 GMT

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

i found it really hard to snipe in renegade when i got a new mouse. the mouse was quiker than my old one so it through off my game. if you plan to snipe in ren plan on keepin the same mouse

Subject: Re: how to be a good sniper

Posted by [npadul30](#) on Mon, 13 Aug 2007 21:02:41 GMT

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

Or be a noob and use bh , jk don't do that I suck so I would start using the 500 sniper. The ramjet also has a tracer so it is easier to see. =/ But anyway....you should mostly pratice.

Subject: Re: how to be a good sniper

Posted by [Kaskame](#) on Wed, 22 Aug 2007 11:28:13 GMT

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

Hey i dont use the sniper for long range i use for short range =D
sometimes long but not too much because snipa = 1 shot 1 kill....=P

I kill very but i die very too...nevevr played online only multyplayer practic...xP

I dont now why but is ok...now i want to be the pro guys

a think too i cant find rooms to play ... -.-

Subject: Re: how to be a good sniper

Posted by [Starbuzz](#) on Wed, 22 Aug 2007 18:39:38 GMT

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

Kaskame wrote on Wed, 22 August 2007 04:28

a think too i cant find rooms to play ... -.-

You can always go to the Finals sniper server and EKT sniper server. These servers allow baseing, looping, and you can use the whole map (great things for beginners). So you are not

limited to wall/rock hugging and tunnels. Just don't spawnkill!

P.S. There are other good servers too but the 2 I mentioned are my favorites.

Subject: Re: how to be a good sniper

Posted by [puddle_splasher](#) on Thu, 23 Aug 2007 00:18:01 GMT

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

Come into my med sights

Subject: Re: how to be a good sniper

Posted by [bashom](#) on Sun, 30 Sep 2007 03:04:42 GMT

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

Yo, Im a decent sniper(I think), and I learned just by exmample. I used to be a tank kind of person, but it gets boring. I learned how to move and shoot. All u do is move the direction they are moving. Dont get too close. If they dont die the first hit, then get a pistol or any other quick shooting gun and finish them. This saves amo and time.

TY, Ill be back later writing.

Subject: Re: how to be a good sniper

Posted by [candy](#) on Wed, 03 Oct 2007 17:09:40 GMT

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

just practise alot but not to much

when you get good nough to won people they will instantly say that you cheat...

some rules for good snipers

- 1.predict were they move: alot of people use the same patern over and over again
2. do not jump, it is way to easy to predict were you land
3. try using 3th person: i allways feel that i can move more freely when i'm in 3th person, also you can look around corners like this
4. against wall huggers: aim at the hight of there head and when they pop out it's a certain hs
5. try playing on skrimish or hourglass_bots first, the bots are complete noobs so you can at least create the feeling that you are good

Subject: Re: how to be a good sniper

Posted by [GsXr1400](#) on Thu, 18 Oct 2007 13:03:06 GMT

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

How to be a good sniper: aim at faces.

Subject: Re: how to be a good sniper

Posted by [Starbuzz](#) on Thu, 18 Oct 2007 16:08:10 GMT

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

BartGg wrote on Thu, 18 October 2007 08:03How to be a good sniper: aim at faces.

I will add to that...always keep the reticle at the head-level of the enemy even when no one is around. Don't walk around with the reticle pointed to the ground.

Subject: Re: how to be a good sniper

Posted by [KIRBY-098](#) on Thu, 18 Oct 2007 17:20:41 GMT

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

Back when ren was at its height, I was ranked about number two or three for a bit and was in a decent sniper clan called chosen.

My suggestion: Avoid the bunny hop at all costs. I was able every single time beat the hoppers because thier arc back to the ground is highly predictable. Also if you're hopping, you're stuck in the arc if you are being body shot.

I rarely used scope unless I knew the other one was either too far away for effective free shooting, or didn't know i was there. My general rule of thumb: If the enemy is less than a quarter of a battlefield away, freeshoot. Otherwise, scope and zigzag WITHOUT HOPPING.

The reticle is your friend. Keep that sucker at head level, and pointed where you think it's VERY likely the enemy will pop up. I also suggest you zig/zag in very brief intervals and you have to randomize with when you go left and right. One of the reasons I was never able to get to #1 was because I had a set pattern of left-left-right-left-left-right-crouch which I would mix up on occassion. Also, think in the two dimensions that matter in sniper wars. You need to move on the x and z planes not just the x. There are people trying to tag you from the side as well as from the front and behind, and if you get in battles like i did where it was five on one they'll try to flank you on the side knowing most people can't think in the x and z.

Also, as noted above, the netcode does bite. Snipers in ren take advantage of this by doing the zigzag while scoped which causes a flicker effect which is hard to counter unless you time its rhythm which I and other good snipers were able to do.

As mentioned, practice until it's instinctual. You will feel the sweet spot and act in that split nanosecond.

I recommend 500 snipers. They shoot faster, adn reload a nano faster. This effectively offsets the two hit wonder gun (aka ramjet) and you will become a better shooter.

After you master the 500, you can really have some fun with the ramjetters in the ramjet servers, because they are averaging about a 60 percent kill ratio based on body shots and you're averaging 80 percent head/body combos AND saving ammo!

Subject: Re: how to be a good sniper
Posted by [Herr Surth](#) on Thu, 18 Oct 2007 17:34:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:adn reload a nano faster yeah, you surely are decent sniper.

Subject: Re: how to be a good sniper
Posted by [KIRBY-098](#) on Thu, 18 Oct 2007 17:46:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Listen little troll: It may not seem like it, but there's a difference.

How long have you been playing? Maybe a month and only because you got ren as part of a package deal.

I've been playing since release and I notice a difference in turnaround time, which means that for years I've been using these tactics to own people like you in one on ones.

Subject: Re: how to be a good sniper
Posted by [Starbuzz](#) on Thu, 18 Oct 2007 18:34:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Surth man, were you being sarcastic or what? I would respect Kirby.

Subject: Re: how to be a good sniper
Posted by [Herr Surth](#) on Thu, 18 Oct 2007 18:46:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

omg, you still dont get it, lol.

Subject: Re: how to be a good sniper
Posted by [KIRBY-098](#) on Thu, 18 Oct 2007 18:54:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

So then you're either whining about my spelling, or think I'm plugging in my Ipod.

Either way, it's not on topic so we really appreciate the attention.

Subject: Re: how to be a good sniper
Posted by [Herr Surth](#) on Thu, 18 Oct 2007 19:05:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

Do you really think the 500 Sniper reloads faster than the Ramjet?

Subject: Re: how to be a good sniper
Posted by [Starbuzz](#) on Thu, 18 Oct 2007 19:13:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Bah well...Surth is right on that one.

Here are the reload times for both rifles:

500 sniper: 3.06 secs
Ramjet: 2.06 secs

P.S: All that Orca flying had made me forget about sniper rifles lol

Subject: Re: how to be a good sniper
Posted by [Herr Surth](#) on Thu, 18 Oct 2007 19:14:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

im right on everything tbh!

Subject: Re: how to be a good sniper
Posted by [KIRBY-098](#) on Thu, 18 Oct 2007 19:19:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

I've never timed it with a stopwatch. Where are the numbers coming from?

Subject: Re: how to be a good sniper
Posted by [Herr Surth](#) on Thu, 18 Oct 2007 19:23:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Renewiki. But hey, 1 second is pretty much. you should have noticed it, considering you are such

a cool proguy.
Are you in a clan?

Subject: Re: how to be a good sniper
Posted by [Starbuzz](#) on Thu, 18 Oct 2007 19:25:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Surth wrote on Thu, 18 October 2007 14:14im right on everything tbh!

Not everything. And no need to mock Kirby like that, you gay moron.

KIRBY-098 wrote on Thu, 18 October 2007 14:19I've never timed it with a stopwatch. Where are the numbers coming from?

I got it from:
<http://www.fudonline.com/>

Click on Strategies > look at the left column and scroll down > click on Deadeye and Havoc to see weapons's specifications.

These FUD guys are the most reliable sources of specific information like these. I trust them more than RenegadeWiki when it comes to characters/weapons/vehicle descriptions. LOL!

Subject: Re: how to be a good sniper
Posted by [KIRBY-098](#) on Thu, 18 Oct 2007 19:29:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

FUD is reliable data, so I was wrong.

What I know is this: With a 500 you can fire four shots, reload and be firing again before the ramjet. The incidentals are just details.

No, I haven't been in a clan in years since Chosen died and I had kids. Just don't have the time to dedicate to it anymore. I play on the public servers now.

Subject: Re: how to be a good sniper
Posted by [Starbuzz](#) on Thu, 18 Oct 2007 19:32:44 GMT

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

Oh yes absolutely, the fast firing rate of the 500 sniper rifle voids the longer reload time. And no tracers is a big + too.

A 500 sniper rifle is the best on maps like Canyon...just sneak into their base and pick em off. It will be a while before they figure out where you are. Hiding behind the pillars near the Ref is simply LOL! Had loads of fun like that!

Subject: Re: how to be a good sniper
Posted by [Herr Surth](#) on Thu, 18 Oct 2007 19:34:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

And not being effective enough against Orcas/Apaches and thus being completely useless in cws is a big "-" tbh.

Subject: Re: how to be a good sniper
Posted by [Starbuzz](#) on Thu, 18 Oct 2007 19:41:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Surth wrote on Thu, 18 October 2007 14:34And not being effective enough against Orcas/Apaches and thus being completely useless in cws is a big "-" tbh.

And how many flying maps are there? I think only 3 and Glacier_Flying is shit. So just 2 good flying maps left where Ramjets > Helicopters.

Subject: Re: how to be a good sniper
Posted by [Herr Surth](#) on Thu, 18 Oct 2007 19:41:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Indeed, on all other maps you can forget both Characters.

Subject: Re: how to be a good sniper
Posted by [KIRBY-098](#) on Thu, 18 Oct 2007 19:46:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

You know what though: I like Glacier proper. The atmosphere of it and even the bugs like the mystery electricity and disappearing mines.

I especially like sniper games on that map. So many places to hide....

Subject: Re: how to be a good sniper
Posted by [Starbuzz](#) on Thu, 18 Oct 2007 19:47:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

Surth wrote on Thu, 18 October 2007 14:41 Indeed, on all other maps you can forget both Characters.

And that applies only for CW's. So bye bye!

Still, you need at least 1 sniper in CW if AS/WF is dead on maps with no base defenses.

KIRBY-098 wrote on Thu, 18 October 2007 14:46 You know what though: I like Glacier proper. The atmosphere of it and even the bugs like the mystery electricity and disappearing mines.

I especially like sniper games on that map. So many places to hide....

Yeah, that map is fun in public servers...I love to pick out those enthusiastic Hotties/Techies who want to kill a building on their own.

Subject: Re: how to be a good sniper
Posted by [Herr Surth](#) on Thu, 18 Oct 2007 20:15:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:
And that applies only for CW's. So bye bye!

Still, you need at least 1 sniper in CW if AS/WF is dead on maps with no base defenses. In such a situation you give up

Subject: Re: how to be a good sniper
Posted by [Starbuzz](#) on Thu, 18 Oct 2007 20:17:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

Surth wrote on Thu, 18 October 2007 15:15 Quote:
And that applies only for CW's. So bye bye!

Still, you need at least 1 sniper in CW if AS/WF is dead on maps with no base defenses. In such a situation you give up

Oh I see.

+1 Post

Subject: Re: how to be a good sniper

Posted by [Hulkcore](#) on Tue, 30 Oct 2007 18:24:25 GMT

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

I suggest getting really comfortable with killing up close when the time calls for it. I've found that staying as close to people as possible in 1 on 1 situations really screws with them.

Also always have a full clip. As soon as you're clear from enemies you should be reloading. And by the time you fire your 3rd shot you should be looking for a safe place to reload. This applies to pretty much every character, but snipers most.

Subject: Re: how to be a good sniper

Posted by [qwertwert125](#) on Mon, 26 Nov 2007 17:29:22 GMT

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

ok some things here:

hit escape, go to options, find the mouse sensitivity, and tone it down to about 1/4, then go snipe some, and adjust it from here, youll see what i mean.

the SBH unstealths on CLICK so if you find a place to hide, then go into scope, you will decloak, then recloak while your in scope. very usefull.

SCREW HEAD SHOTS GO FOR BODY SHOTS OMG!

random semi off topic note: these tips are from ouchbunny, as she lectured me recently on this. if you see her ingame, please do anything in your power to piss her off....

my tips: if you dont mind getting your rear end banned, theres always hacking.
if oyu do mind, eh... give up, and snipe with a volt auto rifle ^.^

Subject: Re: how to be a good sniper

Posted by [topcap](#) on Sat, 01 Dec 2007 20:55:24 GMT

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

To be a good sniper is to not to give your positoin away, this is hard with a havoc or sakura

Subject: Re: how to be a good sniper

Posted by [kannies](#) on Tue, 18 Dec 2007 08:52:59 GMT

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

I like the 500 sniper for picking off infantry without giving away my position. The ramjets however are usefull for arty and mrl sniping and for close combat tunnel battles. However I also like to use the 500 sniper in tunnel situations where possible. I personally find the Black Hand sniper a more intimidating opponent because of the mask etc

Also, i'm not sure if many people use free aim ? (V). You need to be in 3rd person (handy for looking round corners too). I personally have started to use it all the time for tunnel combat. I suggest you master it though at first it will feel like learning to play all over again! But practise will in time make you better. As a tip you could perhaps try single player campaign using free aim all the way.

I have a wheel mouse and have set up my 3rd middle button to free aim so I dont need to use my left hand.

Finally, there are some good videos on youtube demonstrating free aim sniping.

<http://www.youtube.com/watch?v=K1SQizDb44U>

Subject: Re: how to be a good sniper
Posted by [argathol3](#) on Tue, 18 Dec 2007 18:06:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

<http://www.youtube.com/profile?user=stonekirby>

From this guy is how I learned to snipe.... Renegade Sniping (5:51)

Subject: Re: how to be a good sniper
Posted by [The Elite Officer](#) on Wed, 19 Dec 2007 17:07:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

Way to bump up a topic guys.....

Subject: Re: how to be a good sniper
Posted by [Ethenal](#) on Wed, 19 Dec 2007 19:20:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

The Elite Officer wrote on Wed, 19 December 2007 11:07Way to bump up a topic guys.....

Way to contribute!

Subject: Re: how to be a good sniper
Posted by [CaffeineComa](#) on Sat, 12 Jan 2008 22:57:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

puddle_splasher wrote on Thu, 02 August 2007 14:16IMHO if you cannot snipe, then don't. I can't,

I don't.

Get a Med instead

Yeah! The most annoying thing about snipers is when the hand/bar is gone and they all crawl out of the woodwork.. Not much fun when you can't move for being shot by one of the 10 snipers camping. Furthermore maybe you should give some practice time to other characters?

Subject: Re: how to be a good sniper
Posted by [sadukar09](#) on Sat, 12 Jan 2008 23:18:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

Please don't bump a month old topic.

I don't know why, but in Renegade, people call close combat with Sniper rifles "sniping" You'd think sniping is like...long range.

Subject: Re: how to be a good sniper
Posted by [trooprm02](#) on Sat, 12 Jan 2008 23:30:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

abuse shift=g?G

Subject: Re: how to be a good sniper
Posted by [Ethenal](#) on Sun, 13 Jan 2008 00:36:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

MWright968 wrote on Sat, 12 January 2008 17:30abuse shift=g?G

THAT WAS A GUD 1

Subject: Re: how to be a good sniper
Posted by [Spoony](#) on Sun, 13 Jan 2008 21:12:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

Starbuzz wrote on Thu, 18 October 2007 14:47Surth wrote on Thu, 18 October 2007 14:41Indeed, on all other maps you can forget both Characters.

And that applies only for CW's. So bye bye!

That's a nonsensical statement. The reason it only "applies" in clanwars is the level of teamplay is much higher. Generally speaking it applies in public servers too, just most people don't realise it.

Subject: Re: how to be a good sniper
Posted by [Dover](#) on Sun, 13 Jan 2008 21:27:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

Spoony wrote on Sun, 13 January 2008 13:12Starbuzz wrote on Thu, 18 October 2007 14:47Surth wrote on Thu, 18 October 2007 14:41Indeed, on all other maps you can forget both Characters.

And that applies only for CW's. So bye bye!

That's a nonsensical statement. The reason it only "applies" in clanwars is the level of teamplay is much higher. Generally speaking it applies in public servers too, just most people don't realise it.

Generally speaking, you might be right, but no matter what level of play YOU (You the player, not you Spoony) are at, Public servers demand a different kind of gameplay. It's not just "higher", it's a different breed of animal. High player counts mean that one team could do something silly like buy 7 orcas or 7 stanks and still not be immediately wiped out thanks to lots of expensive infantry scattered all over the map. In addition, you have generally less teamwork, making it harder to exploit your enemies stupidity.

Basically whet I'm trying to say is, because of non-conventional (And sometimes downright stupid) tactics that occasionally surface on public servers, along with different settings (Higher player count, etc), you cannot ignore the Ramjet.

Subject: Re: how to be a good sniper
Posted by [Spoony](#) on Sun, 13 Jan 2008 21:41:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dover wrote on Sun, 13 January 2008 15:27Generally speaking, you might be right, but no matter what level of play YOU (You the player, not you Spoony) are at, Public servers demand a different kind of gameplay. It's not just "higher", it's a different breed of animal. High player counts mean that one team could do something silly like buy 7 orcas or 7 stanks and still not be immediately wiped out thanks to lots of expensive infantry scattered all over the map. In addition, you have generally less teamwork, making it harder to exploit your enemies stupidity. again, this is basically nonsense.

Dover wrote on Sun, 13 January 2008 15:27Basically whet I'm trying to say is, because of non-conventional (And sometimes downright stupid) tactics that occasionally surface on public servers, along with different settings (Higher player count, etc), you cannot ignore the Ramjet. I'm not saying Ramjets are useless, they're not. I'm simply saying Starbuzz's comment was plain bunk.

Subject: Re: how to be a good sniper
Posted by [Dover](#) on Sun, 13 Jan 2008 23:13:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Spoony wrote on Sun, 13 January 2008 13:41again, this is basically nonsense.

It's not nonsense, it's just poorly worded.

CW tactics are made for 5v5s and lower. In a large public server (20v20 or 25v25), these tactics become less effective because they are used in a different situation. A skilled team of 5 can use their skill and tactics to overcome a lesser-skilled team of 5, but they're going to have a harder time doing so against a lesser-skilled team of 25.

Spoony wrote on Sun, 13 January 2008 13:41

I'm not saying Ramjets are useless, they're not. I'm simply saying Starbuzz's comment was plain bunk.

I never said the ramjets were or weren't useless. Starbuzz and I are just saying that they see more use (And have more of a role) in public servers than in CWs. I don't believe any (good) team has had more than two ramjets in a CW at one time. Does that sound about right? Yet in a public server, because the player count is higher but the vech limit remains the same, you have more vehicle-less players, making snipers more valuable (And inadvertently, more common).

Subject: Re: how to be a good sniper

Posted by [kannies](#) on Mon, 14 Jan 2008 12:35:45 GMT

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

And when those noobjets suddenly emerge after the bar dies, i'm the hidden 500 sniper (who managed to survive) lurking behind a tree taking the pricks out with hs's:-)

Subject: Re: how to be a good sniper

Posted by [JasonKnight](#) on Mon, 14 Jan 2008 17:41:47 GMT

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

sadukar09 wrote on Sat, 12 January 2008 23:18Please don't bump a month old topic.

I don't know why, but in Renegade, people call close combat with Sniper rifles "sniping" You'd think sniping is like...long range.

about time someone agreed with me...

now I know I am close to a master at sniping in an AOW server

in a sniper server I am average I tent to stay out of tunnels.. snipers dont belong in them...

Even in an AOW match I will not go in tunnels with a sniper... and I ONLY buy a havoc or sakura when I need to get rid of arty's, mrls's, orca's and apaches's. or when there is a heck of alot of buggys and or hummers comming... or if there is no hand or barracks and everyone is a free

char... other then that, I am a 500 sniper... no tracers, and no shiney gun. There are a few people who give me a run for the money in jelly2... only about 2-3 people...

Thing I hate the most is how as soon as everyone gets \$500, 5 outta 10 poeple become a sniper... and 4 outta those 5 dont kill shit... and then they beg for money for another one...

This is why I love working with my friends over teamspeak... we all have our main roles that we carry out. but we all know how to do each other role as well... ie repairing, tanks, flying, ect... anyway...

Sniping (for me) depended on practise, alot of it. and also fps above 60... if your frames are less then 45 dont attempt it... atleast in my oppinoin.

Subject: Re: how to be a good sniper
Posted by [The Elite Officer](#) on Mon, 14 Jan 2008 17:58:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

FREAKING TOPIC BUMPERS +1

Subject: Re: how to be a good sniper
Posted by [sadukar09](#) on Mon, 14 Jan 2008 20:28:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

At least we contributed to the topic along with the bump. Gtfo my internet, you are a waste of my bandwidth.

Subject: Re: how to be a good sniper
Posted by [CnC-Junk-E](#) on Fri, 22 Feb 2008 07:00:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sorry if this is a repost, but I heard that using the 'v' free look button while sniping is another good hint..

So I tried this and its a bit hard to do while your strafing around left and right, but its harder for them to hit you and you have more or of a chance to kill (if your mouse aiming and reflexes are good enough)...

It's a bit confusing at the first, but if you get good at it, you'll own..

Subject: Re: how to be a good sniper
Posted by [kannies](#) on Fri, 22 Feb 2008 08:58:42 GMT

Absolutly

V aim takes practise and good development of hand/eye coordination. Master V aim, and you'll fair a much better chance in any close quarters infantry combat situation (not just snipers)

My suggestion, dont use the default V, set your default controls to something you feel comfortable with. Personally I find the V key hard to reach conveniently so I use my middle mouse button set up as V. Choose what works for you.
