
Subject: The best sniper tactic

Posted by [Anonymous](#) on Mon, 25 Feb 2002 13:17:00 GMT

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are you sure? i thought there was a limit of 8 vehicles per side, at one time. as soon as one blows up, you can buy another. but, hoarding enemy vehicles would certainly be a funny thing to see.

Subject: The best sniper tactic

Posted by [Anonymous](#) on Mon, 25 Feb 2002 13:18:00 GMT

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with a sniper, the first thing you should do is outsnipe the ennemy snipers, then snipe the ingies... caus ennemy snipers can snipe your own ingies (No, i never did that...) while other snipers pay attention to the main battlefeild, they are easy target cause they dont move... a single headshot, and they're history! remember! use the right tool for the right thing... the best tool against a sniper is a quicker sniper! and for the tank repairing ingies, if they're not dumb, they'll HIDE behind the tank! sa long as the tank driver cares for his ingie, he will protect it to and the tank and the ingie will last a lot longer! Busted 4 flametank that way with my mamoth... and thoses who think mamoth are stronger than flamer don't know what they are talking about.... Never let a flamer get close... I survived until someone killed my ingie in the back of the head, where I could'nt see what was going on, but still, you last quite a lot longer... And a note for tank drivers: If you want your ingies to fallow you... first, do not go in the middle of the tyberium feild... we can't!!! you'll find yourself alone. Second, try to back us up! Ingie is a powerfull class, but HAS to be protected! They are not cannonmeat or human sheilds... care about them as they care about you... Y like playing an ingie, theyre cool when you know how to use them! but nothing is more frustrating than a teammate who's crying for repairs in the middle of the tib feild, and wondering why nobody comes and heal him... Oh well, that's part of the game I guess!Protect me And I'll repair you all guys! I might event put some proxy c4 on your tank for additional protection!!Can't wait till the full game comes out in les than 8 hours!!!

Subject: The best sniper tactic

Posted by [Anonymous](#) on Mon, 25 Feb 2002 13:28:00 GMT

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quote:Originally posted by wolo:are you sure? i thought there was a limit of 8 vehicules per side, at one time. as soon as one blows up, you can buy another. but, hoarding enemy vehicles would certainly be a funny thing to see. As I've stated in other posts, there can be 8 vehichles with drivers in them. so someone could get out and steal or buy another one and then there are nine. They mean 8 occupied vehichles you can get enough vehichles for all 16 members of your team just that you have to get in and get out to unlock it then make sure every one waits to get in until after you have all 16.

Subject: The best sniper tactic
Posted by [Anonymous](#) on Tue, 26 Feb 2002 00:35:00 GMT
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Snipers are cool but the best thing they can do is snipe repairing engines! All you gotta do is when an engine get out to repair there vehicle is snipe them and steal there vehicle its a brill tactic

Subject: The best sniper tactic
Posted by [Anonymous](#) on Tue, 26 Feb 2002 00:40:00 GMT
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Stealing an enemy vehicle is always resourcefull as it balances the scale towards your side economically and strategically wise.Of course, you can remain in your sniping position and leave the enemy vehicle where it is as a decoy for the enemy who wants to recapture it.. this can buy you time in development.. (but potentially a tank running you over while you pay attention to the battlefield)

Subject: The best sniper tactic
Posted by [Anonymous](#) on Tue, 26 Feb 2002 00:45:00 GMT
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Snipers should have more of a chance agaist vehicles. They should be able to snipe the drivers of humvees and other vehicles with a exposed driver. This would leave the vehicle open for stealing.Of course you would have to be VERY good to perform this.Just an idea....[February 25, 2002: Message edited by: Xodus]

Subject: The best sniper tactic
Posted by [Anonymous](#) on Tue, 26 Feb 2002 00:46:00 GMT
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I could just see hording enemy vehicles and leaving them in their base. Making it the enemy has no vehicles to attack with. lol

Subject: The best sniper tactic
Posted by [Anonymous](#) on Tue, 26 Feb 2002 00:53:00 GMT
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Another tactic i find work well is if you are a sniper and you are in middle of map (somewhere around tiberium field) then you should shoot the nme havester this bring up the "Harvester under attack" message this normally draws out some infantry to find out what the problem is. Normally people think that vehicles are attacking the havester so they buy rocket launchers, using credits.

Then all you have to do is when the infantry walk round the corner to save the havester cap em in the head

Subject: The best sniper tactic

Posted by [Anonymous](#) on Tue, 26 Feb 2002 00:54:00 GMT

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quote:Originally posted by generalfox:I could just see hording enemy vehicles and leaving them in their base. Making it the enemy has no vehicles to attack with. lolThey could just buy more, I've seen 32 vehicle on a map. Stealling ftanks is more economical.Any of you ever seen a GDI flame rush?Four GDI stolen flamers followed by 3 Mammies and an APC full of engies for tnak support. Base was gone in less than two minutes.

Subject: The best sniper tactic

Posted by [Anonymous](#) on Tue, 05 Mar 2002 02:36:00 GMT

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What i don't get is that as a sniper u get the most kills but the score is allmost nothing?????What is up with that.....

Subject: The best sniper tactic

Posted by [Anonymous](#) on Tue, 05 Mar 2002 03:19:00 GMT

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Sniping can gain you top score in games where all buildings are destroyed or when time runs out. The money is in killing characters that cost 500 credits and upwards, where as regular engineers net you nearly nothing. It may be fun to sniper engineers but for your hard work in supporting your team on the battlefield you won't get many points out of it.For Nod, being a sniper contains no paranoia factor as you can have free reign over the entire map while your team can give you little, to no support.. or to having the map dominated.For GDI you have the paranoia factor. Your team needs to dominate the field and you cannot risk having a getaway vehicle nearby. A good Stealth black hand will murder you, or a tank of any sort blow your head in with a single tank shot.Avoid uphill targeting if in third person if you can. If good enough, safe guard key areas and be escort to a demolitions team.The best tip of all, learn to fire without scoping out at all ranges so on instinct you fire when your crosshair just is about to turn red. The best snipers after all dont need to scope out and diminish their peripheral vision. Of course the last second scope out and shot to the head is the most important tactic when taking advantage of third person perspective behind cover and running out to make a kill.If there are many people repairing their vehicle in the open, they are lamerz. Kill them and then find a server with good players. Of course Nod has less a paranoia factor when it comes to repairing out in the boonies especially if they have good sniper defense/offense.On very wide open maps, if you see a hummer or buggy coming, just unload like crazy on it if you feel safe from reprisal, you'll likely get it down to half, then let the tower rip it apart or your team mates.If you snipe 10 people in a game, thats good, keep practicing... don't blame it on lag.. cuz you suck if you can't handle a 400 ping and snipe someone

in the head... don't complain... thats what noobz do.If you snipe up to 30, you are an elite sniper and the other team has just gotten careless because they fear you. Find yourself a good clan.If you snipe 60+ people in a game you are awp god and are probably having a very good day and just had sexual relations with a hot looking chick and you should try out for a very good clan so as to make proper use of your murderous talents.If you are killed many times over by the uber elite sniper corp of Renegade, switch to another class which will help your team out, because getting 10 characters at about 5000 to 10000 credits popped in the head is not helping them. Go buy flame tanks or stealths or mammoths or train for beacon runs. Remember... there is always someone better then you and team work does make your skills even more incredible and invaluable to your team.If your uber elite skill is high enough, use the weak sniper with silent rifle. Purchase Sakura or Havoc only if you want to be able to take more damage, and/or want the extra damage vs infantry and vehicles.The best training to become a great sniper is Deadeye or Black Hand. Range in meaningless, shoot for the head.

Subject: The best sniper tactic
Posted by [Anonymous](#) on Tue, 05 Mar 2002 11:00:00 GMT
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Yeah, but a team full of snipers is useless against a team full of tanks. All you hear is the 'tink tink', as the sniper waste's rounds into a tank. Thought that ramjet can seriously take down a mobile artillery.

Subject: The best sniper tactic
Posted by [Anonymous](#) on Tue, 05 Mar 2002 14:02:00 GMT
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There are Snipers, and there are snipers. The easiest way to gain points as a sniper is to wait for another sniper to show up. Sakura can do some damage with a headshot, and many time snipers or long range guys aren't paying all that much attention except to ONE spot. In the demo it was easy enough to go through the tunnels and snipe the sniper just concentrating on the main entrance.

Subject: The best sniper tactic
Posted by [Anonymous](#) on Tue, 05 Mar 2002 14:44:00 GMT
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Why would you have a team full of snipers against a team full of tanks? Are you a noob that thinks all 2 dimensional and plays with all noobs who sniper? Any more then 2 snipers on your team is a disgusting waste of time and effort.

Subject: The best sniper tactic
Posted by [Anonymous](#) on Wed, 06 Mar 2002 12:54:00 GMT

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One thing I dislike about sniping is the lack of delay between the shot and the hit. I mean, at extreme distances, you can kill a moving target instantly, instead of a delay. (ala Day of the Jackal) Too "easy", but it surely makes for easy sniping, especially with the small magazine the rifle has!
