
Subject: Best Sniping spots!

Posted by [Anonymous](#) on Tue, 06 Aug 2002 16:34:00 GMT

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I think a post like this was done a while back.. but if i remember correctly there weren't that many replies. Basically list down all of the BEST sniping spots you know. 1) Map: UnderBehind the rock in the shadows right at the entrance Nods base. Sukaras and Sniper Blank Hands are difficult to spot. 2) Canyon: In the tunnel there is this spot with loads of beams and rafters. Well you can jump in to the beams and hide up there! As far i as i know there is only a spot for Nod to do this but i may be wrong. Its cool cause Infantry go running straight past giving you chance to get em in the back or head.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Tue, 06 Aug 2002 18:12:00 GMT

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if you can try standing with some tanks, usally when a sniper looks for another sniper they look over the tanks at common sniping places or they avoid the tanks altogether, this works sometimes and i lets you give some great cover to your tanks becuae you see what they see. also both of the outlooks on the volcanoes map work very well and takes awhile for somone to realize your there{crouch when you arent following a target} also on the mesa map you can pick off so many targets in the gdi base by standing on the inclined walkway near the bridge{you can see all the way to the agt and gdi thinks there safe}

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Tue, 06 Aug 2002 18:41:00 GMT

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walls-flyingontop of the wf/hand of nod. city flyingon bridge, or skysc****rsfieldbunkers,barn,tunnles,and from inside the hand of nodcomplex-(GDI) right side of the place, take a humvey, and on the right side, just by there base, therz a small leadge perfect for sniping(Nod)same for Nod, exepit its on the leftvolcano-big bunker ont he hill, one of the smaller ones coming out of the mountain

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Wed, 07 Aug 2002 09:27:00 GMT

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Behind the hill with the tree on it in field. You get a nice commanding view of both entrances to the field. Be sure to crouch though.behind GDI barracks in volcano. I get so many kills there. Also behind the barriers leading into the tib field in volcano. Noone ever looks there.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Fri, 09 Aug 2002 17:06:00 GMT

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in the canyon exist another site, is the best. Is accessible with vehicle only.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Sat, 10 Aug 2002 16:59:00 GMT

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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.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Sat, 10 Aug 2002 18:47:00 GMT

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Walls_Flying is the greatest sniper map of all time. So many little hills and rocks and sweet spots. I put a bullet through three heads with Havoc one time. City_Flying is pretty good too, simply because it's big. Lots of spots to hide in, and there are even spots where you can safely snipe right into their own base--right at the entrance to the Barracks and Warfac at that. Great map for all-out frag fests.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Sat, 10 Aug 2002 18:50:00 GMT

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It's not a bad thing to stand still while sniping (unless you are in a SNIPER-WAR, duh). If you're the only sniper out there it doesn't matter if you cover your body or not; because the simple fact is, you see them...but they don't see you.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Sun, 11 Aug 2002 01:25:00 GMT

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If you don't watch yourself you'll be attacked by blackhands from behind and run over by a tank. Moving is very important, you have alot to learn..

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Mon, 12 Aug 2002 00:48:00 GMT

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How would you be sure theres no snipers. One thing Ive learnt is never be sure. especially in the map cnc under it is easy to blend into the darkness and catch the enemy in the corners of theyre mind, So it is never a good idea to stand still for a long time. the infinite range means that you can appear 2 metres away 200 metres away

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Mon, 12 Aug 2002 06:24:00 GMT

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NEVER stop moving. Get your kill and move to a whole new location. Shoot, move shoot move.....ADM is right.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Mon, 12 Aug 2002 10:25:00 GMT

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Moving *does* attract attention, however... You'd be surprised how long you sometimes can stay in one spot without someone bothering to kill you.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Mon, 12 Aug 2002 15:32:00 GMT

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You have a 1v1 with me and then see how your non-moving tactics work. Renegade isn't about camping, the best survive by moving and getting noticed. The best can cope under pressure and use it's advantages.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Mon, 12 Aug 2002 15:37:00 GMT

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Best place to hide is in a tank

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Tue, 13 Aug 2002 06:11:00 GMT

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LOL.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Tue, 13 Aug 2002 14:40:00 GMT

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ADM: A 1v1 is not at all like "real" gameplay. He's right in a sense. Sometimes you can get away with a "little" camping. Don't get me wrong, I dislike camping very much but the point is you have to adjust to the current game, players and situation. This holds true for sniping in general. Sometimes you are way more useful to the team by not being a sniper. Some people will insist on being a sniper even when their base is under heavy attack. If that sniper were a hotwire instead, it can mean the difference between winning and losing. Oh and on crouching, it too could be the difference in being spotted or not if you do decide to stay put. But you are right about moving, a good player is constantly on the move keeping the enemy guessing.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Tue, 13 Aug 2002 14:48:00 GMT

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This situation I put in was if sniping was necessary. Crouching does not help anyone has as soon as your head pops up your dead, kill to me. Another thing, 1v1 is the ONLY true way you can decide the better sniper. In bigger games there are things which may help sway the enemy to an advantage.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Tue, 13 Aug 2002 14:50:00 GMT

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You are trying to defend the other people, I'm trying to help them get better. That's where there is a difference.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Tue, 13 Aug 2002 14:56:00 GMT

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You're still missing my point. Its not that you are wrong. Its the fact that the situation dictates your actions, not rules written in stone. 1v1 would be the only way to decide the better sniper if people always played 1v1. The better sniper is the player that can perform under the pressures of real gameplay, not theoretical conditions. And I am trying to help other people, I see the dilemma differently from you, that is all.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Tue, 13 Aug 2002 15:19:00 GMT

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The better sniper should automaticly adjust to the gameplay. That's why there is no need to mention the differences of real gameplay as it's a requirement to be entered into the 'very good' category. [August 13, 2002, 15:40: Message edited by: ADM]

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Wed, 28 Aug 2002 15:33:00 GMT

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thanx i could use these

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Wed, 28 Aug 2002 15:38:00 GMT

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i got a place to thers a place in the map canyon theres a spot wher the no harvester goes it's the patch off tiberium that has on top of it a tunnle and a hill that goes up go up the butt u need 2 get alot of speed. (ps it's best done with a hummv cuze it has better traction.)

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Wed, 28 Aug 2002 16:51:00 GMT

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I refuse to mention my snipers spots... =P

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Thu, 29 Aug 2002 01:38:00 GMT

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Um... this topic is a little on the old side..Glad you brought it back though!

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Thu, 29 Aug 2002 02:02:00 GMT

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although i barly ever snipe i found a cool one on hourglass. get a sniper and a buggy. when an apc/ flame rush or whatever is going put your timed c4 on the buggy go around the side and thru the agt fire and get out @ the spot where the AGT cant hit you. buggy blows up and then noone

will notice you and your free to take pot shots at all the PICS and Mobiuses that are there to stop flame rushes. although if a med comes round the corner your screwed

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Wed, 11 Sep 2002 15:53:00 GMT

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quote: n00bs duck and it's pointless. you calling me a n00b?! Ducking is not pointless, when standing behind a rock you can duck behind it right... stupid...

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Thu, 12 Sep 2002 17:58:00 GMT

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Well, I guess I can shed a few... Complex - at the left entrance on both sides, there's a little hill you can snipe on. You'll probably take some damage from tiberium though. Walls_flying - on the hand of nod and WF for sure. It's even better if you use the lower class snipers (and logan) since they're a big chance they'll never see you. Also, getting on the pp and refinery is good as well. Canyon - in those towers behind refinery, a lot of people don't seem to notice people up there too often. I also say under the bridge in gdi's base is good for sniping, if you wait by ducking in the one part, you can also get a good amount of PT frags I also like sniping (as nod) on top of the barrax. City (both) - favorite overall spot in all maps, is classified sniping on the bridge has to be second, people on the ground don't seem to notice you a big portion of the time. Oh, and if you use the lower class snipers, you won't have to move as much. Exp. if your well hidden. [September 12, 2002, 17:59: Message edited by: generalfox]

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Thu, 12 Sep 2002 19:01:00 GMT

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quote: Originally posted by ADM: As a sniper you should never stop moving unless you are chatting. You should never duck either, n00bs duck and it's pointless. I'm going to have to disagree. It can indeed be the difference between being seen and being hidden. (More or less, this would be more effective for BHS, or Deadeye). If you have a headshot lined up, fire, pull back, and hide, that way, when the ~360 degree view is initiated after death, you won't be seen, hence, won't be hunted. Now, this doesn't always work in every level, but it works well in levels like Complex.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Fri, 13 Sep 2002 15:29:00 GMT

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quote:Originally posted by ADM: Renegade isn't about camping, the best survive by moving and getting noticed. The best can cope under pressure and use it's advantages. This is so true! wht do you think happens when another snipers sees you move(ing)? they will try to attack you BUT, to do this they must show them self and by doing that they are able to be killed, even if you don't know where they are! some people just shoot away and miss and what that does is give the person getting shot at an idea of where you are!(this is also true with deadeyes/black hands) So you should only shoot when you have a clear shot... for the head

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Fri, 13 Sep 2002 16:00:00 GMT

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Here's my 2 cents: In city while playing as Nod, I buy a sakura (the alternate one, harder to see because there isn't as much skin showing, lol) or BHS and hitch a ride with some engies in a transport. I have them fly over the weapons factory, NOT stop moving, and head for the refinery. The enemy won't have a clue you're up there if you do it like this. Feel free to snipe anyone going for the refinery while it dies, then just keep sniping 'till you run out of ammo. After that, deploy a nuke beacon if you've got it (Wait untill you're done, it'll give away your position).

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Fri, 13 Sep 2002 16:37:00 GMT

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quote:Originally posted by TestGun: quote:Originally posted by ADM: Renegade isn't about camping, the best survive by moving and getting noticed. The best can cope under pressure and use it's advantages. This is so true! wht do you think happens when another snipers sees you move(ing)? they will try to attack you BUT, to do this they must show them self and by doing that they are able to be killed, even if you don't know where they are! some people just shoot away and miss and what that does is give the person getting shot at an idea of where you are!(this is also true with deadeyes/black hands) So you should only shoot when you have a clear shot... for the head Deadeye and BHS would naturally have the advantage, based on the type of ground cover is present. You can get many shots off without being seen; even unload all your ammo if you aren't skilled enough, and the opposing sniper won't know where you are unless they see you in the midst of shooting. Havoc/Sakura on the other hand... Just hope for your head shot.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Sat, 14 Sep 2002 00:42:00 GMT

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When snipers get noticed, they lose any advantage they had. Then they die.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Sat, 14 Sep 2002 06:26:00 GMT

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quote: the opposing sniper won't know where you are unless they see you in the midst of shooting. This is wrong, you have to add other factors besides sight, if seeing is believing for you, you have a long ways to go in renegade sniping. There are sounds, bullet holes, other team mates lookin at something. so i can easly spot a Deadeye/Black hand sniper even if they are not in my LOS.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Sat, 14 Sep 2002 11:02:00 GMT

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Of course, but you can't hear sounds if the sniper is across the map. Bullet holes can be seen, but could also be the product of someone else shooting at you. I'm not refering to a sniper being sniped, I'm refering to someone who is on the move, attempting to attack the opposing team's base.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Sat, 14 Sep 2002 16:17:00 GMT

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ohh, i based my whole post on sniper vs. sniper game. and what i meant by the sounds is the when the shot was fired and the sound it made when it hit the ground, then the bullet hole would be the result.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Sat, 14 Sep 2002 17:19:00 GMT

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even if you don't hear the shot, there'll be a snapping sound when the bullet hits near you.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Sun, 15 Sep 2002 06:37:00 GMT

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For example, if you are on Nod on Canyon, as a BHS, and you go behind the crates at the end of the strip. You see a GDI soldier coming across that field. He can't hear the shot being fired, and he can't hear that little crunch when it hits a wall, because he's too far away from the wall should you miss. [September 15, 2002, 15:15: Message edited by: Javafx]

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Sun, 15 Sep 2002 15:04:00 GMT

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Best place to snipe is anywhere with a SBH with a sniper rifle...Walls, Field and Under being my favorites...others are too big and with too little action in the center with troops (City for one), although my favorite is Hangmans Canyon and being a Havoc...dust keeps ya well hidden to all 'cept experienced counter snipers...

Subject: Best Sniping spots!

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

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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 yoiur 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 curvse 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 fir missiles when spotting a player! and the Obelisk is just that much slower. The only way against this is to spot this problem ad ready your sniper cursor just beside their head.... then wait for them to take the bait of another kill.....Hope you like this one

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Tue, 17 Sep 2002 11:43:00 GMT

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HEy hey not only those:in the Under:Dark Areas...Above the Airstrip and NOD tib. RefineryGDI base entracne "rock"above the cliffs are NOT RECOMMEDEDNOD base entrance "rock"

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Wed, 18 Sep 2002 09:12:00 GMT

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quote:Originally posted by Havoc _elite: quote: n00bs duck and it's pointless. you calling me a n00b?!Ducking is not pointless, when standing behind a rock you can duck behind it right... stupid... Yes I am calling you a n00b if you duck. It is not needed and slows you down. Also

them ducking gives a much higher chance of you getting their head. Ducking also knocks off your aim.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Wed, 18 Sep 2002 09:15:00 GMT

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quote:Originally posted by Javafx: quote:Originally posted by ADM:As a sniper you should never stop moving unless you are chatting. You should never duck either, n00bs duck and it's pointless.I'm going to have to disagree. It can indeed be the difference between being seen and being hidden. (More or less, this would be more effective for BHS, or Deadeye).If you have a headshot lined up, fire, pull back, and hide, that way, when the ~360 degree view is initiated after death, you won't be seen, hence, won't be hunted.Now, this doesn't always work in every level, but it works well in levels like Complex.I've killed thousands of people doing what you just said. You're giving people bad advice.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Wed, 18 Sep 2002 09:17:00 GMT

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quote:Originally posted by ADM: quote:Originally posted by Javafx: quote:Originally posted by ADM:As a sniper you should never stop moving unless you are chatting. You should never duck either, n00bs duck and it's pointless.I'm going to have to disagree. It can indeed be the difference between being seen and being hidden. (More or less, this would be more effective for BHS, or Deadeye).If you have a headshot lined up, fire, pull back, and hide, that way, when the ~360 degree view is initiated after death, you won't be seen, hence, won't be hunted.Now, this doesn't always work in every level, but it works well in levels like Complex.I've killed thousands of people doing what you just said. You're giving people bad advice.Actually, you are giving the bad advice. Telling people that ducking will only get them killed is bad advice. Simply because even the best snipers do it. However, if you are referring to ducking while in a sniper skirmish, then I agree, you will simply be destroyed. But if you are referring to ducking to hide yourself from being seen in the first place, you are wrong.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Wed, 18 Sep 2002 09:21:00 GMT

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quote:Originally posted by Javafx:For example, if you are on Nod on Canyon, as a BHS, and you go behind the crates at the end of the strip. You see a GDI soldier coming across that field. He can't hear the shot being fired, and he can't hear that little crunch when it hits a wall, because he's too far away from the wall should you miss.Usually if someone misses it hits the floor not the far wall.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Wed, 18 Sep 2002 09:22:00 GMT

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quote:Originally posted by ADM: quote:Originally posted by Javafx: For example, if you are on Nod on Canyon, as a BHS, and you go behind the crates at the end of the strip. You see a GDI soldier coming across that field. He can't hear the shot being fired, and he can't hear that little crunch when it hits a wall, because he's too far away from the wall should you miss. Usually if someone misses it hits the floor not the far wall. What are you doing? Aiming at their feet?

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Wed, 18 Sep 2002 09:28:00 GMT

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quote:Originally posted by Javafx: quote:Originally posted by ADM: quote:Originally posted by Javafx: quote:Originally posted by ADM: As a sniper you should never stop moving unless you are chatting. You should never duck either, n00bs duck and it's pointless. I'm going to have to disagree. It can indeed be the difference between being seen and being hidden. (More or less, this would be more effective for BHS, or Deadeye). If you have a headshot lined up, fire, pull back, and hide, that way, when the ~360 degree view is initiated after death, you won't be seen, hence, won't be hunted. Now, this doesn't always work in every level, but it works well in levels like Complex. I've killed thousands of people doing what you just said. You're giving people bad advice. Actually, you are giving the bad advice. Telling people that ducking will only get them killed is bad advice. Simply because even the best snipers do it. However, if you are referring to ducking while in a sniper skirmish, then I agree, you will simply be destroyed. But if you are referring to ducking to hide yourself from being seen in the first place, you are wrong. As a good sniper you should know where the places the opponent is (ducking or not). You just move sideways keeping your sight on the whole map, if they pop up anywhere on the map. I've got the advantage, instant kill. I've played with some of the best, even helped them. Not one of them agreed with ducking.. wonder why?

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Wed, 18 Sep 2002 09:35:00 GMT

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quote:Originally posted by Javafx: quote:Originally posted by ADM: quote:Originally posted by Javafx: For example, if you are on Nod on Canyon, as a BHS, and you go behind the crates at the end of the strip. You see a GDI soldier coming across that field. He can't hear the shot being fired, and he can't hear that little crunch when it hits a wall, because he's too far away from the wall should you miss. Usually if someone misses it hits the floor not the far wall. What are you doing? Aiming at their feet? I'm assuming that your from a far distance. 8/10 chances is that your hit the floor. Try it out yourself (Of course you got to take a few things into consideration).

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Wed, 18 Sep 2002 09:35:00 GMT

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Well, I admit I know what doesn't belong, and I'm always looking over my shoulder, but that doesn't go for them. I've been playing in many sniper servers lately (Since the FUD is temporarily down), and haven't had a single problem with people who I see ducking or attempting to hide and get a clear view every time. What I'm referring to, is in this scenario: The radar is either completely disabled, or team only. And you are in Canyon. You are a Nod soldier, (HON destroyed.), and you make your way over to the tunnels at the end of the strip, and go up on top. You see a GDI Mobius coming across the field, and you don't want to be seen. You back up as far as possible, and duck down. (you have a Nuke, or whatever) The Mobius simply walks by you, not suspecting you to come and nuke his base.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Wed, 18 Sep 2002 09:37:00 GMT

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I will be sure to when I play again.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Wed, 18 Sep 2002 09:38:00 GMT

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quote:Originally posted by Javafx: Well, I admit I know what doesn't belong, and I'm always looking over my shoulder, but that doesn't go for them. I've been playing in many sniper servers lately (Since the FUD is temporarily down), and haven't had a single problem with people who I see ducking or attempting to hide and get a clear view every time. What I'm referring to, is in this scenario: The radar is either completely disabled, or team only. And you are in Canyon. You are a Nod soldier, (HON destroyed.), and you make your way over to the tunnels at the end of the strip, and go up on top. You see a GDI Mobius coming across the field, and you don't want to be seen. You back up as far as possible, and duck down. (you have a Nuke, or whatever) The Mobius simply walks by you, not suspecting you to come and nuke his base. Yes, ducking then is fine, but weren't we talking about sniping?

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Wed, 18 Sep 2002 09:40:00 GMT

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This is what I was referring to in the first place. Can't you technically do that same thing if you were a Sniper? The enemy will walk past you and not know you are there, and you get the drop. If you were referring to ducking when the snipers both know the location of each other, then I agree with you.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Wed, 18 Sep 2002 09:49:00 GMT

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quote:Originally posted by Javafx: This is what I was refering to in the first place. Can't you technically do that same thing if you were a Sniper? The enemy will walk past you and not know you are there, and you get the drop. If you were refering to ducking when the snipers both know the location of each other, then I agree with you. Well if it was me and I was a sniper I would go after them get the points and stop that Mobius doing damage. Although wise choice would be to go with a decoy or support as charging into the base on Canyon, solo, with a beacon, is suicide (If other side has vehicles and it's a 40 player game). End of the day, it's your choice.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Wed, 18 Sep 2002 13:32:00 GMT

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ADM's definition of sniping is alot different than yours. You think of it like I do. A patient wait and seek and get that kill the hard way. Through patience and skillfull hiding. He sees it as a contest where everyone runs into the tunnel or field and shoots everyone dead. This has become the Renegade model for sniping due to the power of the ramjets. There is skill in that too, but I don't consider it sniping. I would agree with him that if you crouch in the tunnel, or without cover, then he will own you every time. He's good at that. But if you hide behind a bunker, he runs by you because he didnt see you, then you own him. Hiding is useful.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Thu, 19 Sep 2002 00:49:00 GMT

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You mean ducking behind objects for protection of them is bad too? There are some spots that ducking can be very useful. You just have to look for them (most of the time it's ducking behind something)

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Thu, 19 Sep 2002 08:05:00 GMT

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quote:Originally posted by generalfox: You mean ducking behind objects for protection of them is bad too? There are some spots that ducking can be very useful. You just have to look for them (most of the time it's ducking behind something) Why duck behind objects if you're a sniper? a: It slows you down, so any opponent can reach you quickly. b: You hiding gives the enemy time. c: You could be getting kills, even with 1 HP. d: The best snipers don't hide.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Thu, 19 Sep 2002 08:08:00 GMT

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Your opinion, and you ar entitled to it. I'll be behind the rock you just jumped past.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Thu, 19 Sep 2002 08:14:00 GMT

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quote:Originally posted by KIRBY098:ADM's definition of sniping is alot different than yours. You think of it like I do. A patient wait and seek and get that kill the hard way. Through patience and skillfull hiding. He sees it as a contest where everyone runs into the tunnel or field and shoots everyone dead. This has become the Renegade model for sniping due to the power of the ramjets. There is skill in that too, but I don't consider it sniping. I would agree with him that if you crouch in the tunnel, or without cover, then he will own you every time. He's good at that. But if you hide behind a bunker, he runs by you because he didnt see you, then you own him. Hiding is useful. Renegade was built for either ways of sniping, close range (sometimes tunnel wars) and long range. Whoever says sniping is ONLY long range needs to be shot. There is no realistic long range shooting in this game (rifle doesn't shake while using scope, you can move perfectly and the rifle remains still). So long range is no better than close range. I would never run past someone who is hiding, I check everywhere thoroughly and from a safe movement zone, experience in my hand. [September 19, 2002, 08:15: Message edited by: ADM]

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Thu, 19 Sep 2002 08:19:00 GMT

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quote:Originally posted by KIRBY098:I'll be behind the rock you just jumped past. Yep, you'll be behind the rock I just passed, only thing is, you're dead.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Thu, 19 Sep 2002 08:33:00 GMT

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If you say so, self appointed master.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Thu, 19 Sep 2002 13:45:00 GMT

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Hehe.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Thu, 19 Sep 2002 13:55:00 GMT

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Close combat is not sniping. Sniping is hitting people without being seen using the Sniper rifles scope. Besides, what you said about hiding behind a rock is bad is totally your opinions. I'm a really good sniper (if I had decent connection I'd be a hell of a lot better) and I hide behind stuff usually to reload my gun. Besides, hiding doesn't make you a worse sniper at all.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Thu, 19 Sep 2002 18:08:00 GMT

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quote:Originally posted by generalfox:Close combat is not sniping. Sniping is hitting people without being seen using the Sniper rifles scope. I have to disagree with this. You are using a sniper rifle in the simplest terms, but couldn't you also argue that when you use close range combat with a shotgun, could it also be called 'sg laming'? (For those of you who have played Infantry Online by Sony)

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Fri, 20 Sep 2002 08:24:00 GMT

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quote:Originally posted by generalfox:Close combat is not sniping. Sniping is hitting people without being seen using the Sniper rifles scope. Besides, what you said about hiding behind a rock is bad is totally your opinions. I'm a really good sniper (if I had decent connection I'd be a hell of a lot better) and I hide behind stuff usually to reload my gun. Besides, hiding doesn't make you a worse sniper at all. Using rocks as cover is what all the best do, it's just we don't duck behind a rock. Also this is Renegade. Renegade sniping, whether you like it, or not, consists of CLOSE and LONG range. Oh and hiding makes your kills lower than your deaths.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Fri, 20 Sep 2002 08:25:00 GMT

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quote:Originally posted by KIRBY098:If you say so, self appointed master. What was the need for that?

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Fri, 20 Sep 2002 08:32:00 GMT

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quote:Originally posted by ADM: quote:Originally posted by KIRBY098:I'll be behind the rock you just jumped past.Yep, you'll be behind the rock I just passed, only thing is, you're dead. That's why it's necessary. Your arrogance is astounding. Because you get killed while hiding out, doesn't mean the rest of us do. If this tactic doesn't work for you, oh well. Get better at using it, just like I had to learn the close range jumping headshot without a scope.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Fri, 20 Sep 2002 09:00:00 GMT

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quote:Originally posted by KIRBY098: quote:Originally posted by ADM: quote:Originally posted by KIRBY098:I'll be behind the rock you just jumped past.Yep, you'll be behind the rock I just passed, only thing is, you're dead. That's why it's necessary. Your arrogance is astounding. Because you get killed while hiding out, doesn't mean the rest of us do. If this tactic doesn't work for you, oh well. Get better at using it, just like I had to learn the close range jumping headshot without a scope.I guess you were too uptight to note the joke I made about the rock. Just because you want to be better... If you are referring to me getting killed by a useless tactic (Not for all, but when used against me) then you haven't got a clue about how I play so don't talk BS.You want arrogance, this is arrogance; you spelt necessary wrong. [September 20, 2002, 09:02: Message edited by: ADM]

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Fri, 20 Sep 2002 09:20:00 GMT

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Good for you, now you can be the self proclaimed master of the English language too. I also think it's ironic that it says you modified the message you wrote. Did you spell something incorrectly?

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Fri, 20 Sep 2002 09:26:00 GMT

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quote:Originally posted by ADM:The better sniper should automatically adjust to the gameplay. That's why there is no need to mention the differences of real gameplay as it's a requirement to be entered into the 'very good' category.You spelled "automatically" wrong.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Fri, 20 Sep 2002 09:36:00 GMT

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quote:Originally posted by KIRBY098:Good for you, now you can be the self proclaimed master of the English language too. I also think it's ironic that it says you modified the message you wrote.

Did you spell something incorrectly?I modified the message adding that bit..

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Fri, 20 Sep 2002 09:40:00 GMT

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quote:Originally posted by KIRBY098: quote:Originally posted by ADM:The better sniper should automaticly adjust to the gameplay. That's why there is no need to mention the differences of real gameplay as it's a requirement to be entered into the 'very good' category.You spelled "automatically" wrong.I was using that not to show off English (Which I'm not the best at), it was to show you what arrogance really is. My posts were to show my opinion. The reason I call myself a sniping master is because I was in HS, which was the clan of 'Sniping Masters'. Which you thought would be necessary to bring up. [September 20, 2002, 09:42: Message edited by: ADM]

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Fri, 20 Sep 2002 09:41:00 GMT

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Last I checked this was refering to sniper tactics, not the correct spelling of "automatically".

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Fri, 20 Sep 2002 09:47:00 GMT

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Yes, they are very good. You are too, I've seen you play. But we disagree on some key definitions of what sniping, in the context of this game, really is. I understand that this game does not reflect real sniping. I have never seen a game that does. I personally prefer to keep it as close to the real thing as possible. A "real world" sniper hides and strikes from afar without being seen.I suppose that if I was going for most kills in a game, I would use your tactics. I prefer the kill/death ratio that reflects I didn't get hit once, and was never seen. I love to hear n00bs scream in anguish and claim I have an aimbot. I absolutely love it.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Fri, 20 Sep 2002 09:49:00 GMT

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quote:Originally posted by Javaxcx:Last I checked this was refering to sniper tactics, not the correct spelling of "automatically".Thanks for interfering, we really needed that.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Fri, 20 Sep 2002 09:51:00 GMT

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quote:Originally posted by Javafx: Last I checked this was referring to sniper tactics, not the correct spelling of "automatically". I'd like to help people with tactics but KIRBY098 likes to be aggressive against me all the time.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Fri, 20 Sep 2002 09:53:00 GMT

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quote:Originally posted by KIRBY098: quote:Originally posted by Javafx: Last I checked this was referring to sniper tactics, not the correct spelling of "automatically". Thanks for interfering, we really needed that. Your welcome, any time you two want to get back on topic without these petty insults.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Fri, 20 Sep 2002 09:54:00 GMT

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Not true. I respect your skills, but merely disagree with your methods. I suppose the comment about your self proclamation was unnecessary. I retract the comment.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Fri, 20 Sep 2002 09:55:00 GMT

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quote:Originally posted by Javafx: quote:Originally posted by KIRBY098: quote:Originally posted by Javafx: Last I checked this was referring to sniper tactics, not the correct spelling of "automatically". Thanks for interfering, we really needed that. Your welcome, any time you two want to get back on topic without these petty insults. It's a good thing we've got you to keep us in line. That was too close.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Fri, 20 Sep 2002 09:57:00 GMT

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quote:Originally posted by KIRBY098: Yes, they are very good. You are too, I've seen you play. But we disagree on some key definitions of what sniping, in the context of this game, really is. I understand that this game does not reflect real sniping. I have never seen a game that does. I personally prefer to keep it as close to the real thing as possible. A "real world" sniper hides and strikes from afar without being seen. I suppose that if I was going for most kills in a game, I would use your tactics. I prefer the kill/death ratio that reflects I didn't get hit once, and was never seen. I

love to hear n00bs scream in anguish and claim I have an aimbot. I absolutely love it.Ok, I see what you're getting at. I won't go on about this anymore.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Fri, 20 Sep 2002 09:57:00 GMT

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quote:Originally posted by KIRBY098: quote:Originally posted by Javafx: quote:Originally posted by KIRBY098: quote:Originally posted by Javafx:Last I checked this was refering to sniper tactics, not the correct spelling of "automatically".Thanks for interfering, we really needed that.Your welcome, any time you two want to get back on topic without these petty insults.It's a good thing we've got you to keep us in line. That was too close. Ok, this was actually funny. gw

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Fri, 20 Sep 2002 13:43:00 GMT

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Glad its settled.. although you two did make me chuckle there

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Fri, 20 Sep 2002 14:11:00 GMT

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Hey 10 year olds, let's get back on topic.Arguing is like running in the special olympics, even if you win, you're still retarded. Remember that.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Fri, 20 Sep 2002 14:12:00 GMT

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Also, click the link in my sig if you want to see what happens to people who hide and watch the battlefield...

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Fri, 20 Sep 2002 14:19:00 GMT

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quote:Originally posted by RedFox2k2:Hey 10 year olds, let's get back on topic.Arguing is like running in the special olympics, even if you win, you're still retarded. Remember that.Come again?

Subject: Best Sniping spots!
Posted by [Anonymous](#) on Fri, 20 Sep 2002 14:20:00 GMT
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In other words, stop arguing retards.

Subject: Best Sniping spots!
Posted by [Anonymous](#) on Fri, 20 Sep 2002 14:29:00 GMT
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quote:Originally posted by RedFox2k2:In other words, stop arguing retards.Calling people retards is going to cause arguments, not stop them.Think before you type...

Subject: Best Sniping spots!
Posted by [Anonymous](#) on Fri, 20 Sep 2002 16:13:00 GMT
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Whatever, how about this:Please stop arguing and get back on topic.

Subject: Best Sniping spots!
Posted by [Anonymous](#) on Fri, 20 Sep 2002 17:13:00 GMT
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quote:Originally posted by RedFox2k2:Whatever, how about this:Please stop arguing and get back on topic.They have stopped arguing...

Subject: Best Sniping spots!
Posted by [Anonymous](#) on Mon, 23 Sep 2002 20:40:00 GMT
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actually the phrase is this: "Arguing on the internet is like running in the Special Olympics. Even if you win, you're still retarded." anyway... it's a stupid phrase.

Subject: Best Sniping spots!
Posted by [Anonymous](#) on Tue, 24 Sep 2002 04:11:00 GMT
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quote:Originally posted by NinjaGod:actually the phrase is this: "Arguing on the internet is like running in the Special Olympics. Even if you win, you're still retarded." anyway... it's a stupid phrase. I used this line countless times on Infantry Online. So I made it a macro and whenever an argument started, I'd hit the button to which it was assigned and they would shift the

arguement to me, and i'd be a part of it .It was worth it however.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Tue, 24 Sep 2002 06:02:00 GMT

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quote:Originally posted by NinjaGod:actually the phrase is this: "Arguing on the internet is like running in the Special Olympics. Even if you win, you're still retarded." anyway... it's a stupid phrase. Lol, that's priceless.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Tue, 24 Sep 2002 09:03:00 GMT

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quote:Originally posted by KIRBY098:Not true. I respect your skills, but merely disagree with your methods.I agree, everyone finds there own methods of becoming a good sniper. Besides, I think it'd be boring if everyone used the same tactics and ****. I've already devoluped quite good skills at snipers, I can own most people on Renegade now (there are few that blow me away, but hey, no one's the 'ultimate' sniper). I wish I had at least a cable modem so I could see the people not teleporting around, it makes it a little difficult to hit people sometimes.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Tue, 24 Sep 2002 10:17:00 GMT

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quote:Originally posted by generalfox: quote:Originally posted by KIRBY098:Not true. I respect your skills, but merely disagree with your methods.I agree, everyone finds there own methods of becoming a good sniper. Besides, I think it'd be boring if everyone used the same tactics and ****. I've already devoluped quite good skills at snipers, I can own most people on Renegade now (there are few that blow me away, but hey, no one's the 'ultimate' sniper). I wish I had at least a cable modem so I could see the people not teleporting around, it makes it a little difficult to hit people sometimes.Play against PurePanic's tattics

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Sat, 28 Sep 2002 14:42:00 GMT

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C&C_Islands.mix = the high up hidden caves where no one ever finds you, very hard to find and not many ppl know about them... well... they do now! lol.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Sat, 28 Sep 2002 19:28:00 GMT

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I always check the caves because I know where they are, and know that people tend to stand still in them. They are simply easy targets.

Subject: Best Sniping spots!

Posted by [Anonymous](#) on Fri, 11 Oct 2002 14:11:00 GMT

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just get in the open and snipe. more fun i think
