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Subject: Re: how to be a good sniper

Posted by [Goztow](#) on Tue, 31 Jul 2007 08:59:53 GMT

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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).

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