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Subject: Sniper Tactics...

Posted by [Jzinsky](#) on Wed, 09 Jun 2004 12:31:41 GMT

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weesheep

Overall the 500 sniper is actually the better character to use beacuse:

1. You can't locate the 500 sniper by his shot (i.e. no blue tracer)
2. He is smaller and therefore harder to hit
3. EVERYONE gets more headshots with him (go figure)
4. They are more intimidating (I personally fear a 500 more than a 1000)

1. True, nor is it easy to locate them by looking, as he looks like a normal chaingun dude...

2. Pass

3. Never found any difference

4. Yes, but only because Havoc and Sakura are easy to spot and makes everyone else panic

weesheep

1. Mainly use 3rd person view. The reason I say "mainly" is because you can see round corners and slightly behind you so it is very good for close range, however I personally find 1st person better for long range sniping (anyone else find this?).

2. Always load up your pistol before you rush out to battle.

3. I always zoom in to about 50% max magnification before I go out to battle.

4. Always try to keep fully loaded but DO NOT reload after 1 shot when 3 snipers are rushing you, most likely you will die reloading

5. Always strafe.

6. Rather than ducking I tend to jump as this nullifies the possibility of a 1000 sniper accidentally hitting you in the head when you are ducking.

7. Teamwork, if you have even 1 decent sniper covering your back it will be very hard for any non-organised team to overrun you.

1. Pain to implement, although some kind of "look about" thing like on Grand Theft Auto 3 would be great, or even a mandatory, yet very short, EVA scan showing enemies within about 10 feet.

4. I've never been chased by snipers, just tanks...

5. Shoot and move, shoot and move.

6. In general, run, duck, shoot, fart if it gets them off you...

7. Snipers are alone, less easy to see 1 person

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