Subject: Sakura or Blackhand?
Posted by **snipbravo** on Mon, 31 May 2004 00:49:11 GMT
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Which sniper would you pick given a choice, Sakura or Black hand? Sakura's shots pack more power, but the black hand has a higher fire rate. I would choose a black hand. I dont like giving away points when i die, which happens, but not often . I also like it beacuse the more experienced snipers pick black hands because they use more head shots than body shots. when you kill a black hand, you get 49 points as opposed to the 99 you get when you kill a sakura.

Subject: Sakura or Blackhand?
Posted by **cowmisfit** on Mon, 31 May 2004 00:50:17 GMT
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belongs in this forum how? lol, this goes to tactics dude.

Subject: Sakura or Blackhand?
Posted by **snipbravo** on Tue, 01 Jun 2004 00:50:46 GMT
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oops sorry

Subject: Sakura or Blackhand?
Posted by **PyroX** on Tue, 01 Jun 2004 18:44:53 GMT
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Quote:Snipbravo said: ...when you kill a Black Hand, you get 49 points as opposed to the 99 you get when you kill a Sakura.

I agree. Though I like Sakura also because she has got more health (as I recall) so you are able to take falls and stuff and not die after getting hit. I say this because I jump off cliffs and such a lot (purposfully) when I am sniping someone. Anyway preferably I choose Black Hand for Snipbravo's reasons.

Quote:Cowmisfit said: belongs in this forum how? lol, this goes to tactics dude.

I have to agree.

Subject: Sakura or Blackhand?
Posted by **gibberish** on Wed, 02 Jun 2004 01:10:29 GMT
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It depends on the situation (Map?, AOW?, ...)

However one other point to bear in mind in Sakura is harder to kill.
Simply put she has a smaller head than the black hand.

This is not true for GDI as Havoc and Deadeye both have the same models.

Additionally Both of the $1000 chars have more health than the other two, but this doesn't matter if you are making the headshot.

Subject: Sakura or Blackhand?
Posted by flyingfox on Wed, 02 Jun 2004 01:16:16 GMT
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Keep in mind bones.ini has a 3.0 ratio to neck hits, as opposed to 5.0 for the head and 1.0 for anywhere else in the body.

This means when a standard sniper rifle hits the neck, it does 3 times the normal damage. That's 100 * 3, which is 300. Since $1000 characters have 350 health in total, they can survive a neck shot.

I also find it easier to aim the ramjet, dunno why.

Subject: Sakura or Blackhand?
Posted by 4thman on Wed, 02 Jun 2004 04:50:34 GMT
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in almost any situation i would pick sakura but if you were trying to be stealthy i would go with the blackhand, if you watch sakura shoot (or havoc), you see a tracer through the air basicly telling the soldier on the ground (the one that doesn't get killed) the point of orgin. for what i've seen the blackhand doesn't have a lit bullet.

Subject: lol
Posted by DOD-KRONIC KILLER on Sat, 05 Jun 2004 03:36:36 GMT
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sakura
i like my 1 shot kills on normals lol

Subject: Sakura or Blackhand?

Posted by [cowmisfit](#) on Sat, 05 Jun 2004 13:17:49 GMT
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BLACKHAND you don't give other team as many points, reload faster, you can hear people coming from far away like a tank or someone running because of the mic on it (yea its true, you may not have noticed it but its there go try it sometime with ramjet and you won't hear) and as long as you aim for the head its the same as shakura and you have no problem

---

Subject: Sakura or Blackhand?
Posted by [OnfireUK](#) on Sun, 06 Jun 2004 23:28:47 GMT
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I don't know why and I can't explain it, but I'd rather take the 1000 cred snipers. I can understand the advantages of a 500 cred sniper, but for some reason you feel more confident and fast paced because it can kill any unit in two shots at the most. With a black hand sniper they have more chance of escaping, especially in something like Field in the tunnels...

Subject: Sakura or Blackhand?
Posted by [cowmisfit](#) on Mon, 07 Jun 2004 00:24:46 GMT
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dethnfireI don't know why and I can't explain it, but I'd rather take the 1000 cred snipers. I can understand the advantages of a 500 cred sniper, but for some reason you feel more confident and fast paced because it can kill any unit in two shots at the most. With a black hand sniper they have more chance of escaping, especially in something like Field in the tunnels...

yea but, if you aim for the head then you have nothing to worry about, seeing as how the only advantage an Havoc has is the 2 shot kill.

Subject: Sakura or Blackhand?
Posted by [IRON FART](#) on Mon, 07 Jun 2004 01:05:11 GMT
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Blackhand.

They are half the price of a Sakura/Havoc, so you can buy more and more of them.

And it's a little harder to tell where the sniper is when using it.

Subject: Sakura or Blackhand?
Posted by [Jzinsky](#) on Wed, 09 Jun 2004 12:13:50 GMT
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The way I use snipers it doesn't matter. Snipers aren't designed for action, and when you get found, you run like hell. I go for the best I can afford.

Why is everyone going on about getting headshots? I can't do it, but then I guess I'm picking off the engineers repairing tanks... when everything is shaking, worrying about a headshot isn't much...

Furthermore, I'd like to ask the more experienced snipers about hillcamping... do you do it and does it really annoy anyone else?

Subject: Sakura or Blackhand?
Posted by snipbravo on Fri, 11 Jun 2004 00:40:28 GMT
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an experienced sniper doesnt run unless he is being assaulted by a tank. I would know- I am one. An experienced sniper worth his salt could take out any light armor vehicle or infantry without running like a coward. A sniper who runs doesnt belong with his gun.

Subject: Sakura or Blackhand?
Posted by flyingfox on Fri, 11 Jun 2004 02:36:32 GMT
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Not the same thing I think when I make it back to base with 5 health, 10 dead enemies and a feeling like a hero.

Subject: Sakura or Blackhand?
Posted by Javaxcx on Fri, 11 Jun 2004 20:08:58 GMT
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snipbravoan experienced sniper doesnt run unless he is being assaulted by a tank. I would know- I am one. An experienced sniper worth his salt could take out any light armor vehicle or infantry without running like a coward. A sniper who runs doesnt belong with his gun.

Why would you waste your ammo on a lightly armoured vehicle if you're a sniper? Anyone who wastes their ammo aforementioned, "doesn't belong with his gun".

You 5.

Subject: Sakura or Blackhand?
Posted by DragonSniper on Mon, 14 Jun 2004 03:58:51 GMT
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snipbravoan experienced sniper doesnt run unless he is being assaulted by a tank. I would know- I am one. An experienced sniper worth his salt could take out any light armor vehicle or infantry without running like a coward. A sniper who runs doesnt belong with his gun.

lol good one snipbravo but there is a difference between running and falling back. im sure you would agree that a 1v1 sniper game if sum1 ran from u during a fight (would surely die in trying to from me) IS running, but you cannot call an experienced sniper a coward for FALLING BACK when he is being assaulted from 3 sides with other experienced snipers that have sakura's unless the sniper ran back into his base which IS cowardly, the experienced sniper should find sumthing to distract one of the sakuras or try to get them all in front of him by of course FALLING BACK. If you get my point my work is done here

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Subject: Sakura or Blackhand?
Posted by DragonSniper on Mon, 14 Jun 2004 04:00:23 GMT
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ps.... blackhand is better only to an experienced sniper. I refer to sakuras and havocs as using the "n00b gun" because it is just that.

Subject: Sakura or Blackhand?
Posted by Renx on Mon, 14 Jun 2004 17:10:50 GMT
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Anyone who actually snipes, instead of jumping around infront of each other all game, will choose a 500 credit sniper.

They're better for sniping because they don't give you away with that big blue streak, they're quieter, reload faster, and shoot faster.

They require skill to use, and that's why you see the majority of good snipers playing in 500 sniper only servers.

Subject: Sakura or Blackhand?
Posted by snipbravo on Tue, 15 Jun 2004 02:00:59 GMT
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renx you are right. THe other guy was right too. Running away is defeined by running AWAY from the fight with a full pouch of ammo. Takin cover however or retreating is a different matter. You are not RUNNING, you are simply seeking a way to kill your pusuer.
A lightly armored vehilce does not waste your ammo- you are significantly damaging it because a lightly armored vehicle will die in 7 or less quixck shot(using a sniper rifle of course). After the vehicle exploded, you have a good chance of killing the pilot.

Subject: Sakura or Blackhand?
Posted by Javaxcx on Tue, 15 Jun 2004 11:11:33 GMT
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Wasting your limited ammo on something that your team can handle with mere regular infantry is cause enough to call you an idiot. Those "7 shots" could easily land 7 kills -- which is the goal of sniping anyway.

Subject: Sakura or Blackhand?
Posted by ghostSWT on Wed, 16 Jun 2004 02:55:31 GMT
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It all depends on the map/situation. If let's say WF is killed and they have no vehicles then i would pick a black hand (can't see where i'm sooting from). If baracks is killed then Sakura will be better 1 shot anywere on basic inf and they are dead.   And 4 kiling MRLS, chopers or buggus go with Sakura. if you kill ppl go with blackhand.

Subject: Sakura or Blackhand?
Posted by flyingfox on Wed, 16 Jun 2004 03:07:31 GMT
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lol, Shakira

Subject: Sakura or Blackhand?
Posted by Jzinsky on Fri, 25 Jun 2004 14:50:17 GMT
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I'd only run back to base if I was close to death, or close by anyway. My point was that they can't hit you if you're not there anymore. When you get spotted you go somewhere else.

Subject: Sakura or Blackhand?
Posted by Jaspah on Fri, 25 Jun 2004 15:31:39 GMT
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I like the Blackhand because your less likely to be seen. Sakura on the other hand sacrifices stealth for a loud ramjet rifle.

Subject: Sakura or Blackhand?
Posted by RadioactiveKangaroo on Tue, 29 Jun 2004 04:33:17 GMT
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I prefer Deadeye/Black Hand because you have to aim for a head shot on all characters to get a 1 hit kill instead of a Ramjets 1 hit kill on any base level character. i also prefer the stealth of the Sniper rifle.

Subject: seven shots
Posted by snipbravo on Wed, 04 Aug 2004 01:20:14 GMT
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seven shots is nothing in a game of sniping. granted, a sniper better than i could land seven kills, but reasonably, i could make seven kills in the entire period of 32 shots. k00leo,the best sniper i know, arguably the best in renegade could maybe do that on the best day of his LIFE. i know u couldnt. being modest, i could land maybe 4 kills and blow up one or 2 buggies on an average day ask k00leo. im better at aow than i am at sniping.

Subject: Sakura or Blackhand?
Posted by Javaxcx on Sat, 07 Aug 2004 19:59:40 GMT
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7 kills with 7 shots is not difficult to do. If you think so, you're disillusioned.

Subject: Sakura or Blackhand?
Posted by warranto on Sun, 08 Aug 2004 02:34:58 GMT
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http://www.n00bstories.com/image.view.php?id=1113048494

It is impossible! Just listen to what this guy has to say!

The only time I'm a havoc is when I'm bored, artillary/MRLS is camping on the other side of the map (a'la C&C_Field), or when I'm bored AND the other team has no barracks. Other than that, low class sniper all the way.

Subject: Sakura or Blackhand?
Posted by flyingfox on Sun, 08 Aug 2004 19:07:30 GMT
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Using a havoc when the other team has no barracks is, while strategically sound, dishonorable. I don't think anyone appreciates having to die in a single hit 20 times over just because they can't kill the other guy as fast. It's most frustrating for experienced players because they know they are better than some of the havoc users, and even using advanced ambushing tactics with high

accuracy can easily fail against a havoc who can just point & click on your chest with little to no skill involved. Kinda makes you feel the effort of playing without a barracks isn't worth it.

Subject: Sakura or Blackhand?
Posted by Jzinsky on Mon, 09 Aug 2004 16:46:47 GMT
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Here here! Only I figure it's that way most of the time.

Subject: Sakura or Blackhand?
Posted by Renx on Thu, 12 Aug 2004 09:40:38 GMT
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The logic behind getting a ramjet when the other team has no barracks/HoN, is no better than cheating itself.

Subject: Sakura or Blackhand?
Posted by Dethdeath on Thu, 12 Aug 2004 17:37:28 GMT
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RenxThe logic behind getting a ramjet when the other team has no barracks/HoN, is no better than cheating itself.Yes but thats the logic behind it. :rolleyes:
In game it just means your teams sucks, because they lost the barracks and now you've gotta die like 50 times as a punishment....

You can't lose the Barracks and then complain about lame ramjets/n00bjets, it's thesame as with the Weapons Factory and not being able to buy vehicles, or even the Refinery and not getting credits.. Don't expect to be just as strong as the other team when you're a building behind, especially the Barracks. No Barracks - no advanced infantry units (which has it's "ownt-by-n00bjets-too-fast" downside...deal with it)

Subject: Sakura or Blackhand?
Posted by AlostSOul on Thu, 12 Aug 2004 19:51:00 GMT
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Blackhand/deadeye is my personal best. On any "good" day, I can kill about 7 people per 28 rounds. I have had to go up against no0bs with ramjets (I like to call them assjets because most of the time an ass is behind the rifle) and I have gotten about 3 kills per 32 rounds because the havoc/sakura can kill even if you are shot in the abdomen. Now I have found a few ways to counter these encounters.

1. always go the opposite way the ramjet is going. For instance, if the person is running left, you

---

run right, vise versa, if the person is running forward, you run backward in a zigzag pattern

2.try to stay hidden, even in close contacts, if they don't know you are there and they run past you, DON'T FIRE!! you need to conserve your ammo on targets of oppritunity.

3.If you and an opponent find yourselves in a draw, use your pistol, it shoots faster and more accuratly than the ramjet. 500 snipers are better off shooting a pistol in a draw than a sniper rifle.

Subject: Sakura or Blackhand?
Posted by Renx on Fri, 13 Aug 2004 10:23:46 GMT
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DethdeathRenxThe logic behind getting a ramjet when the other team has no barracks/HoN, is no better than cheating itself.Yes but thats the logic behind it. :rolleyes:
In game it just means your teams sucks, because they lost the barracks and now you've gotta die like 50 times as a punishment....

You can't lose the Barracks and then complain about lame ramjets/n00bjets, it's thesame as with the Weapons Factory and not being able to buy vehicles, or even the Refinery and not getting credits.. Don't expect to be just as strong as the other team when you're a building behind, especially the Barracks. No Barracks - no advanced infantry units (which has it's "ownt-by-n00bjets-too-fast" downside...deal with it)

I'm talking about the people that go out of their way, stop everything they're doing, and get a ramjet just for the purpose of killing basic infantry. There are usually already snipers, but then as soon as the barracks dies, about 5 more people convert to ramjets.

I prefer if the enemy barracks stays alive, because I get my points based on the kills I get. The better characters I kill, the more points I get. Sniping basic infantry is boring, and get no points. If it comes to that, I usually go into the other base and try to take out the engineers repair buildings. Buildings die pretty fast when all of a sudden 4+ engineers stop repairing it :twisted:

Subject: God FUCKEN damn
Posted by ViperFUD on Fri, 13 Aug 2004 11:43:24 GMT
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Ok. Disclaimer: I suck at sniping.

That being said; I usually can get 10+ kills/32 rounds of ammo.

And I SUCK.

Which means that if you're getting less, you REALLY have no business being a sniper. And if you come on the FUD server with that lack of skill, I guarantee you'll be leaving very quickly.

And as for having barracks dead and the other team having 'jets, well, it depends on the map. On most maps, there are tunnels you can use, and a shotgunner (FREE!) is a one-shot-kill. And if your havoc/sniper takes 4-5 shots to kill me, well; lets's just say he's not really gonna get that chance.

It may be harder, but it's not impossible. So quit bitching, buy a shotgun, and get some skill.

Better yet, buy an engy and an APC. APC >> Sniper.

NOW HINING!

Subject: Sakura or Blackhand?
Posted by spoonyrat on Fri, 13 Aug 2004 12:11:06 GMT
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For some weird reason I can headshot people with my med or art from the other end of the map with every single shell even if they're jumping around like rabbits, but I can't snipe for love nor money. I never really found out why that is

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Subject: Sakura or Blackhand?
Posted by warranto on Fri, 13 Aug 2004 13:35:34 GMT
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/me pulls out the teamspeak conversation.

There's your reason!

Subject: Sakura or Blackhand?
Posted by Dethdeath on Fri, 13 Aug 2004 14:01:10 GMT
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warranto/me pulls out the teamspeak conversation.

There's your reason! OGM AIMBOAT!1

Subject: Sakura or Blackhand?
Posted by spoonyrat on Fri, 13 Aug 2004 18:20:58 GMT
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OGM SO?!?

Subject: Sakura or Blackhand?
Posted by AlostSOul on Fri, 13 Aug 2004 20:55:40 GMT
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Black hand/deadeyes are the mst fun snipers to use. You can play all day long, move from spot to spot with out getting noticed and shoot people without knowing where the bullet came from. It's that simple. between 500 and 1000 snipers, 500 easly won the race.

Subject: the barracks thing
Posted by snipbravo on Mon, 16 Aug 2004 00:49:01 GMT
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Using a havoc when the other team has no barracks is not only dishonorable, it is cheap. If u use a dedii, not only do u increase your skill with headshots, but u actually give then a chance before u send a bullt into their brain.

Subject: Sakura or Blackhand?
Posted by Javaxcx on Mon, 16 Aug 2004 08:09:44 GMT
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What in the fuck is "dedii"? You mean "DEADEYE"?

Subject: Sakura or Blackhand?
Posted by spoonyrat on Mon, 16 Aug 2004 10:55:53 GMT
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My fault, I've just taken him for a nice pint of Old Incomprehensible.

Subject: haha
Posted by snipbravo on Sat, 21 Aug 2004 01:13:41 GMT
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OMG U GAY LOSER. You know what i mean u idiot. I suppose you use perfect grammar everywhere u go and everyone treats u well and u are the best and have all the best stuff and isnt it nice that im thhe most cool guy on this website and i can get a job bny saying "hello ive spent my entire life infront of the comouter with a pastry and a bag of syrup by my side. can i have this job????
think again loser. u wont hear from me again and iwont hear from u so BYE ILL MISS U. :rolleyes:

Subject: Sakura or Blackhand?

Posted by spoonyrat on Sat, 21 Aug 2004 07:40:44 GMT
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I don't pretend to have absolutely perfect spelling and grammar 100% of the time, but at least people can usually understand what I'm trying to say :rolleyes:

Subject: Re: haha
Posted by Javaxcx on Sat, 21 Aug 2004 10:14:14 GMT
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snipbravou wont hear from me again and iwont hear from u so BYE ILL MISS U. :rolleyes:

BUT WAIT!!!!111111 You said you were going to take me up on my shooting skills!

Subject: Sakura or Blackhand?
Posted by Demolition man on Sat, 21 Aug 2004 21:54:56 GMT
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he doesn't play n00bs

Subject: Sakura or Blackhand?
Posted by Javaxcx on Sat, 21 Aug 2004 21:57:14 GMT
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Then don't make an attempt at getting in line.

Subject: Sakura or Blackhand?
Posted by Demolition man on Sat, 21 Aug 2004 22:00:51 GMT
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at a game i don't play?

Subject: Sakura or Blackhand?
Posted by spoonyrat on Sat, 21 Aug 2004 22:04:40 GMT
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Page three.

If you don't play Renegade you're probably in the wrong forum.

Subject: Sakura or Blackhand?
Posted by Battousai on Sun, 22 Aug 2004 03:56:04 GMT
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When I started out, I use to snipe as a sakura/havoc and when I got better I switched to a blackhand/deadeye. Now I find it easier to snipe with a deadeye, whenever I switch back to a havoc I have a harder time getting headshots.

The funny thing about sniping with a havoc when the bar/hon is gone is that sometimes there are some players who make it their life's goal to kill you. They may repeatedly come at you with different basic infantry or they may park their arty in front of the tunnel and just pound away at nothing all day...

Subject: Sakura or Blackhand?
Posted by Apropler on Sun, 22 Aug 2004 06:02:23 GMT
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i like them both. Idk why, but in AOW and in CTF i use sakura, in sniping games i use Blackhand.

Subject: Sakura or Blackhand?
Posted by SuperMidget on Fri, 26 Nov 2004 18:07:10 GMT
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blackhand only becuase You can't see where the sniper is, the bullets don't make a blue streak accross your screen