
Subject: Sniper Rifle

Posted by [Dauntes](#) on Tue, 27 Oct 2009 02:33:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

i don't know if anyone has talked about this yet but i was wondering if there was one sniper rifle above the rest and also i am playing 1.13 and i cannot attach a ghillie suit to my armor anyone understand this?

Subject: Re: Sniper Rifle

Posted by [KEN C](#) on Tue, 27 Oct 2009 02:39:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

.338 semi auto

Subject: Re: Sniper Rifle

Posted by [cdudau](#) on Wed, 28 Oct 2009 01:47:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

Are you playing 1.13 vanilla or 1.13? Usually just right click the specified armor slot, then pick up ghillie suit and attach to one of the four corresponding attachment slots.

If you are playing vanilla 1.13 then I believe that the ghillie suit is only functional as its own armor.

Subject: Re: Sniper Rifle

Posted by [Dauntes](#) on Wed, 28 Oct 2009 04:05:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

i think im just playing 1.13 but it wont let me attach the ghillie suit or equip it. also is it possible to buy the best sniper rifle at some point or do i have to find it?

Subject: Re: Sniper Rifle

Posted by [Cloaked](#) on Wed, 28 Oct 2009 06:49:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

since im not sure which version u r playing:

1.13 without the mod: u can get from enemies by stealing (get close and ctrl+click); or u can buy, from Bobby Rays or Tony, at a later stage of the game. the enemy weapons are also chosen based on ur progress level so stealing might not give u the weps u r looking for at the beginning of the game.

1.13 mod: same as above; and also:

u can set the ini files with the ini editor, so u can get higher coolness level of weapons sooner, and also check the option in the options menu, which makes enemies drop all their equip (so u wont need to steal the weapons, just kill them).

btw, at the start of the game, ur bigger ranged weapon could be considered a 'sniper rifle', if it accepts some kind of scope. well until u find something better.

Subject: Re: Sniper Rifle
Posted by [Logisteric](#) on Wed, 28 Oct 2009 09:09:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

@ craigmsandy

please don't use the term 'vanilla 1.1.3' - 'vanilla' refers to anything between 1.02 and 1.12 - you could call it 'standard 1.13' as i do

Subject: Re: Sniper Rifle
Posted by [cdudau](#) on Wed, 28 Oct 2009 17:41:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

@Logisteric
Better yet, 1.13 Old inventory system :devilaugh:

Subject: Re: Sniper Rifle
Posted by [Dauntes](#) on Sat, 31 Oct 2009 02:31:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

is that .338 semi auto a gun? cause i don't have it in my XML files it seems the best sniper rifle i have in my XML files is either the sako TRG 42 or the AI AWM are either one of these the best sniper rifle or am i missing a gun?

Subject: Re: Sniper Rifle
Posted by [Kaerar](#) on Thu, 25 Feb 2010 12:16:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ah you'll learn young padawan!

.338 is the calibre (technically .338 Lapua). Semi-auto refers to it not being bolt action (requiring reloading after every shot even with a clip of more than one bullet).

So the M98 has a better rate of fire compared to the Erma SR-100, but the Erma is more accurate (in fact THE most accurate ingame). Thing is when talking about .338, 12.7mm or .50 BMG accuracy is technically relative. In other words they will all do headshots at stupid distances with the right attachments! If you like Rate of Fire get the Semi-Auto's. If you like pure accuracy and hitting power go for the Bolt Actions.

Subject: Re: Sniper Rifle

Posted by [usrbid](#) on Thu, 25 Feb 2010 13:16:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi Dauntes, Welcome to the board (if I haven't said so before)!

You can find an Excel spreadsheet with the weapons for the latest 1.13 here

You can also find more information on my Wiki in my signature at the bottom.
