

BATTLEFIELD 1

Ultimate Scout Guide – ranging and sweet spots

PAGE 1 – SWEETSPOTS

What is ranging?

Ranging (verb) is the use of some method to estimate the range between 2 objects (You and your target)

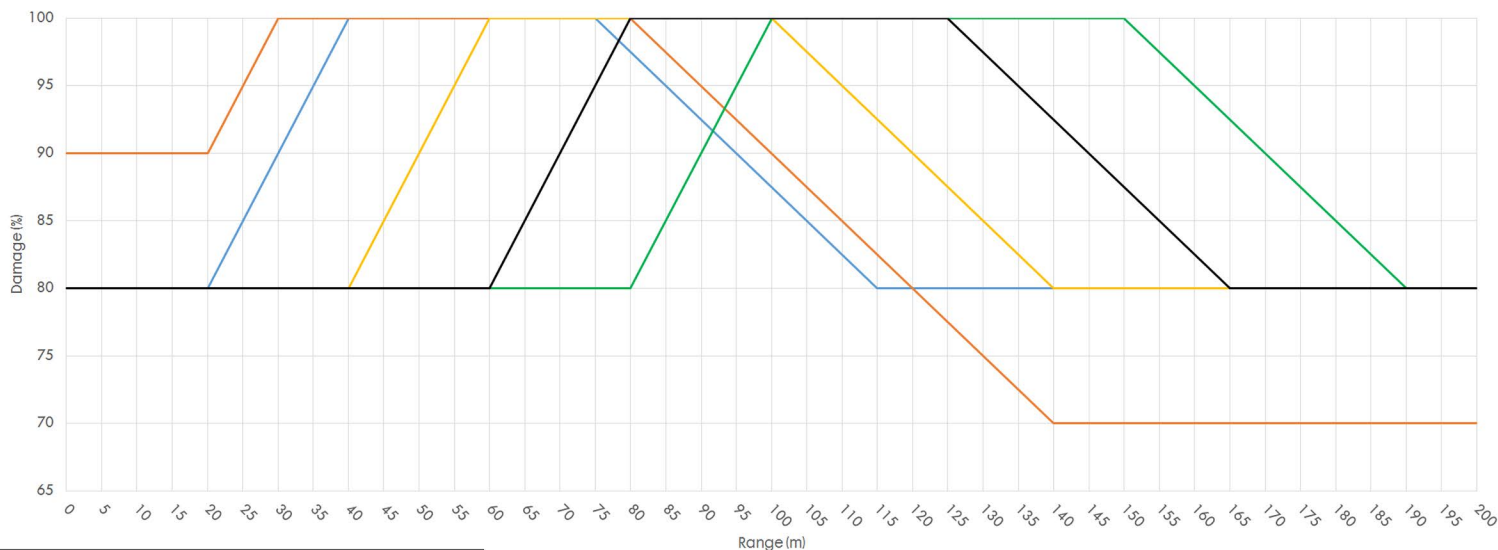
What is a sweet spot?

Sweet spots are a mechanic new to Battlefield that makes the damage dealt by a Scout rifle* start and end low, with a one hit kill range in the middle.

*All Gewehr m.95 variants, the Russian 1895 Trench, and m1903 Springfield Experimental all have traditional "slope high to low" damage models

Damage Graph

Vanilla sweetspot rifles



What does this mean?/Which gun should I use for a given range?

Close-Mid (30–80m)

SMLE mKIII / Martini-Henry
Gewehr M.95

Mid-Long (60–100m)

Russian 1895 / Gewehr 98

Long (100m+)

Gewehr 98 / m1903 Springfield

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Zooms used are: 2x for Iron sights and Carbines / 4x for Marksman / 10x for Sniper

In Battlefield titles, the learning curve is basically “you’re shit until you’re kinda not” – this is exactly the case in Battlefield 1 with “feeling” the sweetspot of your scout gun, where your choices are:

1. git gud or 2. hardscope on the Trench Scope and waste a LOT of time.

or you could just compare the sizes of a part of your optic and the head of a bad guy and find the range at a glance, in a fraction of the time it takes to use the periscope

Note: the posts and diameter of Dot reticle are the same width



the Ring reticle is better for CQB, and shouldn't be used on bolt guns

SMLE MkIII Carbine ranging

- The width of the post/dot is half the width of a head at 40m
- The post is the same width as a head at 75m



Martini-Henry and Russian 1895 Infantry

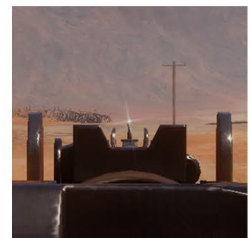
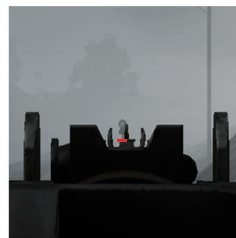


Martini

The thin and thick halves of the front post are the same width as a head at the far and close ends of the sweet spot

1895 Infantry

Same as Martini, but the head is about 2/3 the width at the sweetspot extremes



The SMLE MkIII Infantry/Lawrence makes ranging more difficult than the Carbine variant, but this is how it's done:

When the enemy is at the far end of the sweetspot, his head should be about half as wide as the base of the thin post, and at the closest OHK range his head will be as wide as the distance from the edge of the lip of the thick post to the center of the iron sight (red line in left picture).

Pro tip: if you have the option of this or the Carbine, do yourself a favor and pick the Carbine.

If you're like me and use a 1080p monitor, you **will not** be able to successfully use Infantry variants of the M1903 or G98 because their sweet spots are so far that the irons are completely worthless. Ranging with the Marksman or Sniper optics is very easy, and is the topic of the next page. :)

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Marksman Optics

(top of head to Chin, using range markings on Cross reticle)



25m



35m

beginning of SMLE sweetspot



55m

When the range markings are half the height of a soldier, the ranges are:

90m

*just past G98 sweet spot start
just before 1903 sweet spot*

115m

*just past 1903 sweet spot start
G98 sweet spot ends*

175m

*doesn't mean shit; get closer
and help your goddamn team*

Sniper Optics



60m



85m



120m

1/10 PLAYERS NEEDED TO START ROUND 1/10
Russian sweet spot start

1/10 PLAYERS NEEDED TO START ROUND 1/10
G98 sweet spot starts

1/10 PLAYERS NEEDED TO START ROUND 1/10
G98 sweet spot ends

Russian sweet spot ends between these two