Subject: G00D STRATAGY!
Posted by Viking on Mon, 18 Jul 2005 16:44:53 GMT

Here is how to kill the PP on a nonflying map (might still work on a flying map but it would be hard to do)

What you need:
1)APC
2)Tech/hottie with Nuke
3)Somone to drive APC
4)Mabe some more techs/hotties

Ok you get in the APC and go to the PP than get out and deploy the becon.

Than put the APC blocking the way to tat spot. Get the techs/hotties to repair the APC wich will defend the spot frome engies untell the becon goes off than if all goes well you can hop in the APC and get back to base!

Great stratagy! Trust me!

Subject: Re: G00D STRATAGY!
Posted by danpaul88 on Mon, 18 Jul 2005 16:55:06 GMT

Yeah, awesome strategy...until an engi puts 2 remote c4s on apc, jumps back into pp door, refills, puts 2 more on apc and blows them up together, the APC would die instanty, and the whole NOD team can descend on you and kill you all

And did it occur to you that if you have all those hotties / techs you could simply disarm any prox mines, walk in and blow it to bits with c4

Subject: Re: G00D STRATAGY!
Posted by Lijitsu on Mon, 18 Jul 2005 21:16:50 GMT

Something like that happened to me before, though different.
I was on Nod, and it was that one map with the two tunnels in each base. Anyway, i thought i would be evil and i bought a SBH, and waited for 1000 Creds to get a Beacon. We were getting our asses kicked royally, and i noticed a GDI Officer running back and forth between our two bases via the tunnels. I followed him back to his base, waited, and then followed him back to our base. He almost caught me when i stood about 3 inches from him, beside him. Im guessing he

was in 1st person mode or something, but anyway, when we made it back to my base, he started to plant a beacon. I watched him go to that EXACT spot, throw down Timed C4, and start the beacon. I thought, for a split second; "Holy shit, this is gonna suck if he gets it off."
I carefully got RIGHT behind him, aimed at his head, fired three times and killed him. I expected him to say something along the lines of: "WTF U CHEP SBH BASTRD!!11!" He didnt say anything, but i managed to get his Chain Gun, and then die a few seconds later from a tank.

Subject: Re: G00D STRATAGY?
Posted by flyingfox on Mon, 18 Jul 2005 21:50:02 GMT
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how are you going to reach the power plant? what if there's defense? Renegade 101, there is no strategy that'll work all the time.

But yes, defending a beacon with an APC is effective and if they have no tanks it's unlikely they'll destroy an APC under constant repair. Props to the guy who said use 3 remote c4s before detonating. that seems like the best way to destroy it besides using mobius and rocket soldiers dually, who would overcome the damage rate but would need to survive long enough to kill it.

Subject: Re: G00D STRATAGY?
Posted by Renerage on Mon, 01 Aug 2005 22:22:22 GMT
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Amen to that.

Subject: Re: G00D STRATAGY?
Posted by Minax71 on Wed, 24 Aug 2005 23:17:21 GMT
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cheekay77 wrote on Mon, 01 August 2005 17:22Amen to that.

Reminds me on the Humvee rush strategy. Every player buys a humvee. When they attack together and Nod recognizes whats going on, the whole team is rolling on the floor, laughing about this totaly useless attempt. This is the moment where you catch them off guard

MfG;
Minax71

Subject: Re: G00D STRATAGY?
Posted by Lijitsu on Thu, 25 Aug 2005 00:10:21 GMT
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Minax71 wrote on Wed, 24 August 2005 19:17cheekay77 wrote on Mon, 01 August 2005 17:22Amen to that.

Reminds me on the Humvee rush strategy. Every player buys a humvee. When they attack together and Nod recognizes whats going on, the whole team is rolling on the floor, laughing about this totaly useless attempt. This is the moment where you catch them off guard

MfG;
Minax71
You know how many times ive seen that? Someone buys a Humvee, i check their name, then a few moments later their death message pops up. It kinda funny when you think about it: "Lets attack the Nod base, that has a functional Obelisk, with Humvees! WEEE!"
Now, if i were to do this, my thoughts would be: "KAMIKAZEEEE!!!" And that would be the temporary end my small amount of sanity.

Subject: Re: G00D STRATAGY!
Posted by Dr. Lithius on Thu, 25 Aug 2005 02:30:37 GMT
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Oh come now. It makes a lovely distraction technique. And that's all I'm ever about. Distraction.

Subject: Re: G00D STRATAGY!
Posted by Lijitsu on Thu, 25 Aug 2005 02:37:56 GMT
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Joseph Collins wrote on Wed, 24 August 2005 22:30Oh come now. It makes a lovely distraction technique. And that's all I'm ever about. Distraction.
Thats primarily why i do it. See, im considered the most psychotic person on a team when i join the game, to those who know me. Therefor, ive been asked, directly and indirectly, to be distraction. As Nod, a lone SBH roaming around in the enemy base, or a lone Light Tank, does wonders in attracting much wanted attention. Especially when theres an Engineer helping.
On GDI, just sending in a Gunner or a Medium Tank/APC will work. With the Medium, an Engineer will help.
Though for early game distractions, or low on money distractions, the Humvee/Buggy are the best.

Subject: Re: G00D STRATAGY!
Posted by Sniper_De7 on Thu, 25 Aug 2005 02:53:12 GMT
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tanks is generally the best option..

Subject: Re: G00D STRATAGY!
Posted by Jecht on Thu, 25 Aug 2005 03:09:33 GMT
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No way, the best strategy is to all get Rifle soldiers and rush the obelisk, but stay close together so it burns the hell out of all of you at once!

Subject: Re: G00D STRATAGY!
Posted by Lijitsu on Thu, 25 Aug 2005 03:33:22 GMT
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gbull wrote on Wed, 24 August 2005 23:09No way, the best strategy is to all get Rifle soldiers and rush the obelisk, but stay close together so it burns the hell out of all of you at once!
I saw that once. It didnt work, since we had two people buying APCs, three people with Flamethrower troopers sitting right inside the compound, and everyone else -- except me -- was buying Engineers/Technicians. I was a Rifle Soldier, since im a horrible Engineer, i cant hit shit with a Shotgun, and im not much better with the Flamethrower.

Subject: Re: G00D STRATAGY!
Posted by Jecht on Thu, 25 Aug 2005 04:03:45 GMT
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lol I was kidding.

Subject: Re: G00D STRATAGY!
Posted by Lijitsu on Thu, 25 Aug 2005 04:38:02 GMT
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gbull wrote on Thu, 25 August 2005 00:03lol I was kidding.
Like i said, i saw it once. Oh, and believe me, it took about five fuggin minutes to slaughter GDI. They overwhelmed us in numbers, but even our most ignorant player -- he bought an SBH at every oppertunity, and stayed in the base at all times -- was smarter than them. Believe me, it happened. Kinda odd that the entire GDI team was idiots, and Nod was full of good players. Then again, next map was almost the same thing. Just that our best player was on the opposite team. We still won.

Subject: Re: G00D STRATAGY!
Posted by Dr. Lithius on Thu, 25 Aug 2005 07:09:50 GMT
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Lijitsu wrote on Wed, 24 August 2005 20:33...since im a horrible Engineer.... . .how the Hell is that even possible? What? Do you somehow miss those vehicles two-to-five times your size with that

beam? The fact that someone can actually be "a horrible Engineer" without being outright idiotic about it(C4 on Vehicles and Infantry just for kicks, Timed C4 in the most wide-open of areas, "attacking" the enemy with the Repair Gun's Repair Beam.(As opposed to the Dismantle Beam, available on some modifications/maps.)) astounds me. I. . .I genuinely can't even envision it!

Subject: Re: G00D STRATAGY!
Posted by Jecht on Thu, 25 Aug 2005 12:42:58 GMT
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bad pistol skills and/or bad c4 skills. Not uncommon thing to see a bad engineer. Im not great with a pistol but give me a remote c4 and I can usually take one person to hell with me.

Subject: Re: G00D STRATAGY!
Posted by Lijitsu on Thu, 25 Aug 2005 18:13:46 GMT
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Joseph Collins wrote on Thu, 25 August 2005 03:09Lijitsu wrote on Wed, 24 August 2005 20:33...since im a horrible Engineer.... . .how the Hell is that even possible? What? Do you somehow miss those vehicles two-to-five times your size with that beam? The fact that someone can actually be "a horrible Engineer" without being outright idiotic about it(C4 on Vehicles and Infantry just for kicks, Timed C4 in the most wide-open of areas, "attacking" the enemy with the Repair Gun's Repair Beam.(As opposed to the Dismantle Beam, available on some modifications/maps.)) astounds me. I. . .I genuinely can't even envision it!

Im not a Team Engineer. I dont go off and help with Engineer Rushes/APC Engineer Rushes. Im the one mroe than likely yelling: "YOU IDIOTS! CAN YOU NOT HEAR THE LOUD ASS BEEP FROM THE BEACON!?!" Then again, most people dont pay attention to me, or beacons. Especially when GDI/Nod has been planting them in their own base constantly. I do that when a single building is being overwhelmed, in the hopes that theyll either die, or flee. Usually neither.

Subject: Re: G00D STRATAGY!
Posted by Ma1kel on Thu, 25 Aug 2005 18:24:30 GMT
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I like to organize rushes more..and before that laugh when I c4 MRLS/snipers. Or on non-base defence kill a building with a friend using c4.

Subject: Re: G00D STRATAGY!
Posted by Renerage on Thu, 25 Aug 2005 18:53:21 GMT
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Ma1kel wrote on Thu, 25 August 2005 14:24I like to organize rushes more..and before that laugh when I c4 MRLS/snipers. Or on non-base defence kill a building with a friend using c4.

rofl!

Subject: Re: G00D STRATAGY!
Posted by Lijitsu on Thu, 25 Aug 2005 18:56:15 GMT
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Ma1kel wrote on Thu, 25 August 2005 14:24I like to organize rushes more..and before that laugh when I c4 MRLS/snipers. Or on non-base defence kill a building with a friend using c4.
Aint so easy when you have 6 Tanks pounding your base, three Engineers in the field with them, a Sniper in the field, and the other two back at their base.

Subject: Re: G00D STRATAGY!
Posted by Ma1kel on Thu, 25 Aug 2005 19:11:07 GMT
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With a SBH..

Subject: Re: G00D STRATAGY!
Posted by Lijitsu on Thu, 25 Aug 2005 19:24:24 GMT
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Ma1kel wrote on Thu, 25 August 2005 15:11With a SBH..
And your Hand of Nod is destroyed, like it usually is when GDI attacks.

Subject: Re: G00D STRATAGY!
Posted by Renerage on Thu, 25 Aug 2005 22:07:05 GMT
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Lijitsu wrote on Thu, 25 August 2005 15:24Ma1kel wrote on Thu, 25 August 2005 15:11With a SBH..
And your Hand of Nod is destroyed, like it usually is when GDI attacks.

Nods killed without their hand.

Subject: Re: G00D STRATAGY!
Posted by Jecht on Fri, 26 Aug 2005 00:25:41 GMT

Im a lone wolf, if a rush comes my way I usually join it. But other than that I pretty much try to be a one man wrecking crew.

Subject: Re: G00D STRATAGY!
Posted by Dr. Lithius on Fri, 26 Aug 2005 01:31:25 GMT
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gbull wrote on Thu, 25 August 2005 17:25Im a lone wolf, if a rush comes my way I usually join it. But other than that I pretty much try to be a one man wrecking crew.
Ditto. It's rare I'll do anything terribly organized. I run solo, be it as a demolition artist, or meerly a distraction.

Edit: We're going to pretend I didn't just spell that "demoliSHion". 'kay? 'kay.

Subject: Re: G00D STRATAGY!
Posted by Renerage on Fri, 26 Aug 2005 02:40:48 GMT
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Same here, ill sit there by myself, i RARELY rush with people. I like tp snipe. Thats all i do

---

Subject: Re: G00D STRATAGY!
Posted by flyingfox on Mon, 29 Aug 2005 10:05:18 GMT
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but you're a stupid spammer so it's only natural you do the thing all idiots like to do in Renegade.

Subject: Re: G00D STRATAGY!
Posted by Renerage on Mon, 29 Aug 2005 13:13:23 GMT
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flyingfox wrote on Mon, 29 August 2005 06:05but you're a stupid spammer so it's only natural you do the thing all idiots like to do in Renegade.

Your an idiot.
Im a very good sniper, i follow the tanks and kill say the mobiuses/mendoza/techie/hottie/rave/sydney.
Just because i refuse to get into a tank, does not mean im stupid, ask lijitsu, he is also a following sniper, he doesnt get into tanks much.
So yea, im not one of those n00bs who all they do is snipe, and when they get killed because they

---

suck, they get another one.

I have also saved many tanks because of this, alot of the times im regarded as the person who made that rush possible, why?
Because, with a base full of mobiuses/mendoza/techie/hottie/rave/sydney, tanks are gettin far with their attack. But with someone behind them, killing them off, it means more time for them to get back to where were attacking.
Nuff said.

Subject: Re: G00D STRATAGY!
Posted by Jecht on Mon, 29 Aug 2005 18:19:08 GMT
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I snipe quite often when the map calls for it. Like field for example: How is Nod supposed to retake the field if snipers don't kill repairers? Same applies for Under.

Subject: Re: G00D STRATAGY!
Posted by Renerage on Mon, 29 Aug 2005 21:47:02 GMT
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gbull wrote on Mon, 29 August 2005 14:19I snipe quite often when the map calls for it. Like field for example: How is Nod supposed to retake the field if snipers don't kill repairers? Same applies for Under.

Every maps good like that, Canyon, Mesa, Islands, if you can snipe the repairers, you have just helped your team, BIG TIME.

Subject: Re: G00D STRATAGY!
Posted by mision08 on Tue, 20 Sep 2005 00:10:12 GMT
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Quote:Here is how to kill the PP on a nonflying map (might still work on a flying map but it would be hard to do)

What you need:
1)APC
2)Tech/hottie with Nuke
3)Somone to drive APC
4)Mabe some more techs/hotties

Ok you get in the APC and go to the PP than get out and deploy the becon.

Than put the APC blocking the way to tat spot. Get the techs/hotties to repair the APC wich will defend the spot frome engies untell the becon goes off than if all goes well you can hop in the APC and get back to base!

Great stratagy! Trust me!

-- --------------------
InuYasha rulz!
I like it, run with it. Hell you can use that on the refinary too.

Subject: Re: G00D STRATAGY!
Posted by Lijitsu on Tue, 20 Sep 2005 03:28:17 GMT
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Don't bump old threads.

Subject: Re: G00D STRATAGY!
Posted by SuperMidget on Tue, 20 Sep 2005 16:30:02 GMT
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A better one: Fill a apc up with 3-4 techies, rush with remotes early in the game or through a door that you think isn't mined. I think its 5-6 remotes to kill a building.

Quick, easy, awesome.

Quote:Don't bump old threads.
  Just noticed this

Subject: Re: G00D STRATAGY?
Posted by Spoony_old on Tue, 20 Sep 2005 18:50:16 GMT
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Minax71 wrote on Wed, 24 August 2005 19:17cheekay77 wrote on Mon, 01 August 2005 17:22Amen to that.

Reminds me on the Humvee rush strategy. Every player buys a humvee. When they attack together and Nod recognizes whats going on, the whole team is rolling on the floor, laughing about this totaly useless attempt. This is the moment where you catch them off guard

MfG;

Minax71
Humvee rush is a perfectly valid strat on some maps if you do it quick enough (notably complex, canyon and sometimes even volcano), if you can get a couple of humvees on the airstrip before Nod has an artillery, gg they're screwed (buying a tank when there's a humvee or an APC on your airstrip is the single most pathetically stupid thing you can do)... the humvees just keep them busy and completely prevent any vehicles being bought, all they need to do is occupy Nod for a brief period until they bring in APCs and meds.

Subject: Re: G00D STRATAGY!
Posted by mision08 on Sun, 02 Oct 2005 15:26:44 GMT
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Quote: Lijitsu
Don't bump old threads.
hell, I'm sorry I didn't know it would upset you. Please come home daddy. It's been so long since we seen you, I don't even remember what you look like.

Subject: Re: G00D STRATAGY!
Posted by Lijitsu on Sun, 02 Oct 2005 21:12:57 GMT
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If Aqualung wasn't on, I would flame you.

Don't bump old threads.

Subject: Re: G00D STRATAGY!
Posted by karmai on Fri, 07 Oct 2005 13:54:58 GMT
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SuperMidget wrote on Tue, 20 September 2005 12:30A better one: Fill a apc up with 3-4 techies, rush with remotes early in the game or through a door that you think isn't mined. I think its 5-6 remotes to kill a building.

Quick, easy, awesome.

Yeah, but why waste 350 on a hotwire when you can use engi's, keep in mind they have just as many remots as hotties do.

Subject: Re: G00D STRATAGY!
Posted by Dreadlord on Fri, 07 Oct 2005 16:41:17 GMT

Snipes wrote on Fri, 07 October 2005 08:54
Yeah, but why waste 350 on a hotwire when you can use engi's, keep in mind they have just as many remots as hotties do.

some people like to mine enemy buldings...
i hate this

Subject: Re: G00D STRATAGY!
Posted by Lijitsu on Fri, 07 Oct 2005 16:43:32 GMT

It's effective, but also idiotic at the same time. On the plus side, it serves as a warning system, deters some people, does damage to the building when they enter, and also does damage to enemy units. On the minus side, it subtracts from the amount of mines your team can use.

Subject: Re: G00D STRATAGY!
Posted by No0bOfRen on Sat, 08 Oct 2005 12:10:53 GMT

Not bad but as anouther person said s0me egies will come and remote c4 u

---

Subject: Re: G00D STRATAGY!
Posted by karmai on Tue, 11 Oct 2005 13:46:20 GMT

Dreadlord wrote on Fri, 07 October 2005 12:41Snipes wrote on Fri, 07 October 2005 08:54
Yeah, but why waste 350 on a hotwire when you can use engi's, keep in mind they have just as many remots as hotties do.

some people like to mine enemy buldings...
i hate this
um if you're remote rushing a building, I dont think you're gonna want to mine the door :/ Just get 6 remotes on the building as soon as possible

---

Subject: Re: G00D STRATAGY!
Posted by Deathgod on Tue, 11 Oct 2005 17:06:29 GMT

It only takes 5 remotes to kill a building...

Subject: Re: G00D STRATEGY!
Posted by mision08 on Tue, 11 Oct 2005 23:35:37 GMT
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maybe, theoretically it only takes 5 remotes. The formula I think would be 2 remotes = 1 timed. 2 timed + 1 remote = destroyed building if no repairs are done. However, I have had this happen 20 times or more. I use 2 timed + 2 remote, 1 to many in theory, and it leaves the building repairable. A bunch of bullshit I tell you. Also, I do prefer the c4 destruction over a nuke. It's cheaper, more fun, gets more players involved in your rushing scheme, and it's a moral boost.

Subject: Re: G00D STRATAGY!
Posted by karmai on Thu, 13 Oct 2005 13:55:15 GMT
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Deathgod wrote on Tue, 11 October 2005 13:06It only takes 5 remotes to kill a building...
you should put both your remotes on :/ Just incase one of your mates misses one, or stacks it

Subject: Re: G00D STRATAGY!
Posted by Spoony_old on Thu, 13 Oct 2005 14:40:00 GMT
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More likely, an enemy player will see your APC. If he's outside the powerplant for example, while the engis are running in, he could just repair the outside which will stop five remotes working, but it won't stop six.

Subject: Re: G00D STRATEGY!
Posted by Deathgod on Fri, 14 Oct 2005 01:20:40 GMT
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mision08 wrote on Tue, 11 October 2005 19:35maybe, theoretically it only takes 5 remotes.

There's no theory involved, friend. A remote on the MCT does 20%.

Subject: Re: G00D STRATAGY!
Posted by karmai on Fri, 14 Oct 2005 12:57:06 GMT
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Yes, we all know that. But what wer're saying is always use all of your remotes just incase. :/

Subject: Re: G00D STRATAGY!
Posted by mision08 on Fri, 14 Oct 2005 15:17:01 GMT

Quote:There's no theory involved, friend. A remote on the MCT does 20%.
DeathGod
Read past the first sentence please.

maybe, theoretically it only takes 5 remotes. The formula I think would be 2 remotes = 1 timed. 2 timed + 1 remote = destroyed building if no repairs are done. However, I have had this happen 20 times or more. I use 2 timed + 2 remote, 1 to many in theory, and it leaves the building repairable. A bunch of bullshit I tell you.

Subject: Re: G00D STRATAGY!
Posted by Lijitsu on Fri, 14 Oct 2005 15:22:22 GMT

Where did you place them? Even if they're barely not on the MCT, it won't do the same amount of damage as if they're on the MCT.

Subject: Re: G00D STRATAGY!
Posted by mision08 on Fri, 14 Oct 2005 15:39:22 GMT

No one else has gone into a building as a tech/hotwire placed 2 remote and 2 timed c4 on the MCT and it leave the building repairable? I don't know how many times it's happened to me. Just last week I placed all c4 on MCT at the airstrip, all alone as nod was routing us at walls. detonated my c4 and began my rant about how much bullshit it was and how it sucks then I heard BOINK!! The airstrip has been destroyed!!! My Prox mines at the front door finished it off. So my point is, the 5 remotes, or 2 timed + 1 remote = 100% damage is not set in stone. Call it a glitch call me a n00b say what you want but I know it doesn't always work. Or hell, I guess this only happens to me.

Subject: Re: G00D STRATAGY!
Posted by Spoony_old on Fri, 14 Oct 2005 16:08:16 GMT

3

Subject: Re: G00D STRATAGY!
Posted by Ma1kel on Fri, 14 Oct 2005 16:10:56 GMT

3rd Page, 2nd post.

Subject: Re: G00D STRATAGY!
Posted by Lijitsu on Fri, 14 Oct 2005 16:13:48 GMT
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3rd page 3rd post, MUAHAHAHAHAHAHAHAHAHAHAAA!

Subject: Re: G00D STRATAGY!
Posted by Renerage on Fri, 14 Oct 2005 23:04:54 GMT
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Lijitsu wrote on Fri, 14 October 2005 12:133rd page 3rd post,
MUAHAHAHAHAHAHAHAHAHAHAAA!

I agree this is spam, but spoony, when you know its going to be the third page MUST you always say "page 3" or "3"?
Anyways, thats all i wanted to say....even though i know this is spam also...
-sigh- i know one person will bash me for this....

Subject: Re: G00D STRATAGY!
Posted by Tunaman on Sun, 16 Oct 2005 07:45:27 GMT
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mision08 wrote on Fri, 14 October 2005 11:39No one else has gone into a building as a tech/hotwire placed 2 remote and 2 timed c4 on the MCT and it leave the building repairable? I don't know how many times it's happened to me. Just last week I placed all c4 on MCT at the airstrip, all alone as nod was routing us at walls. detonated my c4 and began my rant about how much bullshit it was and how it sucks then I heard BOINK!! The airstrip has been destroyed!!! My Prox mines at the front door finished it off. So my point is, the 5 remotes, or 2 timed + 1 remote = 100% damage is not set in stone. Call it a glitch call me a n00b say what you want but I know it doesn't always work. Or hell, I guess this only happens to me.

That same thing happens to my bro all the time. When I watch him, the c4 is not completely on the MCT because he runs right up to it. and he still won't listen to me.
So, make sure all of you c4 are on the MCT completely. I've honestly never had a building not blow up using my 2 timed and 2 remotes, unless a timed or both remotes aren't completly on the front of the MCT.

Subject: Re: G00D STRATAGY!
Posted by mision08 on Sun, 16 Oct 2005 23:59:23 GMT
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Well, I hope it happens to you soon, and often. I'm just kidding. I guess it's just me. I know the c4 is on the MCT correctly. I don't stack the c4 and I don't miss the terminal completely. Thats all I know to watch for.

As for the 3rd page 3rd post shit. I don't know if that is in reference to my 3 post on this page, or that this thread will make 3 pages, or what. Either way, it makes no sense to complain about someone posting to much. Especially, if you average over a post a day. If you have something to post then do it. And if you don't want a thread 3 pages long, don't post 4 consecutive messages about it, in said thread.

When did Lijitsu become the thread cop? If what I have read is correct, Silent Kane has actually produced usable content for Renegade. Why would a person with 1100 messages in 7 months tell him not to bump an old thread, as if it matters? The odds are he has bumped an old thread or two in that time. But I digress.

Subject: Re: G00D STRATAGY!
Posted by Lijitsu on Mon, 17 Oct 2005 11:34:21 GMT
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You know why I tell people not to bump old threads? Because it's against forum etiquette. Don't bump old threads unless it's a clan recruitment thread. In which case, don't bump if it's over two months old.

Subject: Re: G00D STRATAGY!
Posted by SCOTT9 on Sun, 18 Dec 2005 16:34:01 GMT
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i have once been a bit evil on mesa with mus666 mus brought a buggy and we both had engineer this was the first minute in the game so me and mus did a bit of dukes of hazzard style walljump and owned the gdi ref!

Subject: Re: G00D STRATAGY!
Posted by Lijitsu on Sun, 18 Dec 2005 17:33:28 GMT
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Don't bump old threads.

Subject: Re: G00D STRATAGY!
Posted by Sniper_De7 on Sun, 18 Dec 2005 19:01:25 GMT
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maybe if you keep repeating yourself he'll stop

Subject: Re: G00D STRATAGY!
Posted by Lijitsu on Sun, 18 Dec 2005 19:26:23 GMT
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That's what I'm going for.

Subject: Re: G00D STRATAGY!
Posted by Blkfort on Fri, 21 Apr 2006 04:41:07 GMT
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Omfg! lame strategy! So simple! get 1 apc, of cos u have a nuke or ion whtever, place beacon, go back in ur vech, stay away from the building doors! when any1 tries to disarm the beacon, shoot them, of course only idoits would come out running with c4 attempting to kill ur apc when ur apc is far away. DO NOT COVER the beacon, just move away and shoot any1 who tries to disarm it.
I know almost all AOW tricks. trust me. Battle me anytime ^^
- Blkfort

Subject: Re: G00D STRATAGY!
Posted by Phazon87 on Fri, 21 Apr 2006 12:33:46 GMT
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Lijitsu wrote on Sun, 18 December 2005 11:33Don't bump old threads.

Subject: Re: G00D STRATAGY!
Posted by thrash300 on Fri, 28 Apr 2006 21:54:11 GMT
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Actually, you would be able to go after other buildings if you have good health on the APC and some C4.

Subject: Re: G00D STRATAGY!
Posted by MexPirate on Mon, 01 May 2006 09:55:50 GMT
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Well yea old post I know but remote=20% damage, timed=40%.

The tactic I like to use on small games with weapon respawn on, get 2 engies, rush base - only place one timed each and one remote from one person. Move to the next building, throw remotes, one player blow themselves up, ding extra remotes and two buildings destroyed with only 2 engies.

Only really works on maps with no base defence and obviously more effective in a 4-10 player game.

Also as I am sure most of you know, if u have 3 ppl rushing in an apc, just use remotes and blow the building instantly - save your timed for the next target.

Subject: Re: G00D STRATAGY!
Posted by Dover on Mon, 01 May 2006 18:28:18 GMT
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Then there's the old "Have engineers blow themselves up so SBHs can get remote C4 and pwn buildings" stratagy. Only works with no base defense, and on servers with weapon drops...

Subject: Re: G00D STRATAGY!
Posted by Phazon87 on Sun, 07 May 2006 05:55:32 GMT
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And you need engies willing to blow themselves up. "omg u n00b im n0t k1lliNg m1self 4 u lolololol!1111twoeleven".

Subject: Re: G00D STRATAGY!
Posted by mision08 on Sun, 07 May 2006 10:36:43 GMT
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Infantry only I kill myself, then change to a sbh and pick up the remotes. It's a little difficult at Hourglass, but it's better than explaining it to someone else.

Subject: Re: G00D STRATAGY!
Posted by thrash300 on Wed, 10 May 2006 21:59:42 GMT
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Wait a second, woulden't you loose some points if you kill your self?

Subject: Re: G00D STRATAGY!
Posted by Sniper_De7 on Wed, 10 May 2006 22:30:27 GMT
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yes, you lose points if you kill yourself.

Subject: Re: G00D STRATAGY!
Posted by BlueThen on Thu, 11 May 2006 00:03:12 GMT
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This "stratagy" is old. Everyone that plays Renegade knows it..

Subject: Re: G00D STRATAGY!
Posted by mision08 on Thu, 11 May 2006 08:56:52 GMT
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how many points do you lose killing a simple engineer? I'm going to guess 3.

Subject: Re: G00D STRATAGY!
Posted by w0dka on Thu, 11 May 2006 16:33:50 GMT
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tested it on Koss2 server ... i dont lose any points for suicide...
strange

Subject: Re: G00D STRATAGY!
Posted by Tunaman on Thu, 11 May 2006 17:10:31 GMT
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w0dka wrote on Thu, 11 May 2006 12:33tested it on Koss2 server ... i dont lose any points for
suicide...
strange
Lol, you must not have done it right, try again.

Subject: Re: G00D STRATAGY!
Posted by mision08 on Thu, 11 May 2006 21:08:21 GMT
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To be honest, I never knew you lost points for killing yourself. Does this include walking through
the tiberium field to your death?

Nice ranking, missed it by that much.

File Attachments
1) 1334.JPG, downloaded 619 times

> w0dka wrote on Thu, 11 May 2006 12:33
>
> tested it on Koss2 server ... i dont lose any points for suicide...
> strange

Lol, you must not have done it right, try again.

```
H34d5h0t

Rank:      1334
Title:     Major
Wins:      33
Losses:    30
Points:    10,497
```

Subject: Re: G00D STRATAGY!
Posted by Tunaman on Fri, 12 May 2006 05:29:59 GMT
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Man, I should have just killed myself again with an engi..   I was joking though... Seriously.. You don't lose points for killing yourself in the Renegade that I play.

I don't really ladder whore that much, especially since my computer can only handle around 12 player games at the most before going all wacko, so that's why my ranking's that bad in the first place. I just kinda wanted a sig because it looked so empty underneath my post. It is kinda cool that I was that close though.. Maybe if I lose a game or too then I'll get that rank.

Subject: Re: G00D STRATAGY!
Posted by w0dka on Fri, 12 May 2006 06:57:12 GMT
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I get a Engi... lay two remotes ...sit on them....press left-mouse-button... and didn't lose on point...477 points before 477points after

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Subject: Re: G00D STRATAGY!

Posted by MexPirate on Fri, 12 May 2006 11:15:43 GMT

lmao - tahts so funny, you have people going in game to kill themselves to check for losing points.

Are you brainwashing them somehow - doesn't anyone think they might have noticed the negative points at some point over the last 4 years that this game has been around?

Thx for the LOL

Subject: Re: G00D STRATAGY!
Posted by w0dka on Fri, 12 May 2006 13:38:03 GMT

i only get once negative points... iaccidently hit a enenmy buidling with a few repairbeams cause im lagging around...but with selfkilling...never