## Subject: Renegade Maps
Posted by JoeBro on Mon, 04 Aug 2008 01:27:38 GMT
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Let's discuss on official Renegade maps about how they are good, and how they are bad (and strategies if you want).

Following maps to discuss:
(1 Under
(2 Volcano
(3 Islands
(4 Mesa
(5 Walls & Walls_Flying
(6 City & City_Flying
(7 Canyon
(8 Complex
(9 Field
(10 Hourglass
(11 Glacier & Glacier_Flying

P.S. You can discuss about fan created maps if you want!

## Subject: Re: Renegade Maps
Posted by Aircraftkiller on Mon, 04 Aug 2008 01:41:18 GMT
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Glacier Flying is an official level, you missed that one.

## Subject: Re: Renegade Maps
Posted by a000clown on Mon, 04 Aug 2008 02:24:55 GMT
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This forum has an areas specifically for Tactics and Strategies, amazing right?

## Subject: Re: Renegade Maps
Posted by JoeBro on Mon, 04 Aug 2008 02:25:32 GMT
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Aircraftkiller:Glacier Flying is an official level, you missed that one.


*whoops* sorry about that


On Topic:

(1 Under MAP RATING: *** The first Ren map made by WW, it is also one of the most "team-oriented" maps too. While this may be good for some players, it can create a problem: 1. In most servers, players don't cooperate very well. This can be a real pain because the way the bases are set up; only two entrances to get in and both are guarded by base defense. While a frontal assault is possible, it is very rare even the most experienced player can destroy a building themselves because of the base defense and other players guarding it. And while you can attack with infantry at the base via cave access, that entrance is still protected by defense and infantry can't do much damage against buildings anyway. 2. While even though a team might fight together, it is still very hard to destroy the enemy base. The main base entrances are usually always protected by vehicles and infantry and almost impossible to penetrate (unless the opponent team really sucks). Even with well-coordinated rushes, there is always at least some enemies in your way. And if your rush fails and you build up another one very quicly, by the time you get to the enemy base, they are already pumping out vehicles like crazy to destroy you again... Battles usually last a long time and the game is usually won by points, not base destrcution. While I haven't found any bugs on this map, there might be a few I don't know about. If you know any, please feel free to post it.

(2 Volcano MAP RATING: **** Another map in Ren, it is sort of related to Field. This map is loaded with sniper nests. The best way to get to the enemy base is by vehicle transport or tunnel acess. While tank battles are the main tactic to winning, it is still possible to sneak in the enemy base undetected via tunnel acess. The only problem is that the cave is always protected by snipers so you don't really stand a chance getting there... A good APC rush at the begining is a definite for a win because there is no base defenses to stop you. While battles in the tiberium field can be pretty hectic (and is usually where the main battles take place), it is really the best way to destroy the enemy base. Engineers beware though; snipers are on the elevated walkways near the tiberium field are itching to kill you so be aware of your surroundings at all times. I'd probably say both teams are pretty balanced here (though usually GDI has a slightly better chance at winning), because GDI has good firepower, while Nod gets to use its stealth tactics to its fullest (because there is no base defenses). Battles on this map are pretty fun, especially if your Nod, buy they can get pretty repetetive. Still, I haven't noticed any bugs, so if you see any, feel free to post.

(3 Islands MAP RATING: **** In a beachfront setting, you may think this map is of peace and tranquility... WRONG. This is one of the most deadly places to be. The underwater tunnels are deathtraps, and the islands are your tomb. There isn't really ANYWHERE safe to be on this map. Snipers nests everywhere, enemy vehicles around the corner... this is just a deadly place to be. For infantry attacks, you should stay in the tunnels. But if you want to storm the enemy base, it's gonna be a LOT harder. While GDI might win because of brute force, Nod also has a fair share in this battle mostly because of their stealth capabilities (such as an SBH and a nuke). Artillery works pretty good on this map. As well as flame tanks and APC rushes. A buggy/hummvee can be used, but are useless for bigger battles. You also shouldn't really buy expensive people that often because of the many hidden sniper nests in the map. Also, I've noticed that if you have a rocket weapon of some sort, you can actually attack the Hand Of Nod without even being in sight of the enemy base! Amazing! But most people know this already. Another hint: ALWAYS have vehicles at your base for defense no matter what side you're on. I've noticed on some battles how the opponent left all their vehicles out in the field instead of some at the base. So when my team destroyed the remaining vehicles in the field, the enemy didn't have enough time to rebuild a

defense force and they lost their base. Sad really... Anyway, like I said before, I haven't noticed any bugs on this map so if know of any, feel free to post.

(4 Mesa coming soon...
(5 Walls & Walls_Flying coming soon...
(6 City & City_Flying coming soon...
(7 Canyon coming soon...
(8 Complex coming soon...
(9 Field coming soon...
(10 Hourglass coming soon...
(11 Glacier & Glacier_Flying you post...

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Subject: Re: Renegade Maps
Posted by BlueThen on Mon, 04 Aug 2008 02:56:16 GMT
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My opinion:
(1 Under
(2 Volcano
(3 Islands
(4 Mesa
(5 Walls & Walls_Flying
(6 City & City_Flying
(7 Canyon
(8 Complex
(9 Field
(10 Hourglass
(11 Glacier & Glacier_Flying

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Subject: Re: Renegade Maps
Posted by JoeBro on Mon, 04 Aug 2008 03:04:47 GMT
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BlueThen wrote on Sun, 03 August 2008 21:56My opinion:
(1 Under
(2 Volcano
(3 Islands
(4 Mesa
(5 Walls & Walls_Flying
(6 City & City_Flying
(7 Canyon
(8 Complex
(9 Field
(10 Hourglass
(11 Glacier & Glacier_Flying amazing! I never knew that! Greeat opinion! /sarcasm lol

Subject: Re: Renegade Maps
Posted by u6795 on Mon, 04 Aug 2008 05:07:42 GMT
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JoeBro wrote on Sun, 03 August 2008 23:04BlueThen wrote on Sun, 03 August 2008 21:56My opinion:
(1 Under
(2 Volcano
(3 Islands
(4 Mesa
(5 Walls & Walls_Flying
(6 City & City_Flying
(7 Canyon
(8 Complex
(9 Field
(10 Hourglass
(11 Glacier & Glacier_Flying amazing! I never knew that! Greeat opinion! /sarcasm lol

That has got to be the most ironic thing I have ever seen. Holy fuck.

Subject: Re: Renegade Maps
Posted by Jamie or NuneGa on Mon, 04 Aug 2008 10:18:34 GMT
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on under just walk into pp with hotty, GG

Subject: Re: Renegade Maps
Posted by Herr Surth on Mon, 04 Aug 2008 10:55:18 GMT
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Nune wrote on Mon, 04 August 2008 05:18on under just walk into pp with hotty, GG
like that matters, its just that the map is plain boring lol

Subject: Re: Renegade Maps
Posted by Starbuzz on Mon, 04 Aug 2008 14:42:36 GMT
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Subject: Re: Renegade Maps
Posted by mrÃ£Ã§Ä·z          on Mon, 04 Aug 2008 16:33:28 GMT
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Are you kidding us? your writing more than playing the game

---

Subject: Re: Renegade Maps
Posted by Jamie or NuneGa on Mon, 04 Aug 2008 16:41:12 GMT
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Surth wrote on Mon, 04 August 2008 11:55Nune wrote on Mon, 04 August 2008 05:18on under
just walk into pp with hotty, GG
like that matters, its just that the map is plain boring lol

Why do you think I like to get it over with quick.

---

Subject: Re: Renegade Maps
Posted by JoeBro on Mon, 04 Aug 2008 18:51:26 GMT
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madrackz wrote on Mon, 04 August 2008 11:33Are you kidding us? your writing more than playing
the game
Computer: incorrect. malfunction. error... error...

---

Subject: Re: Renegade Maps
Posted by Jamie or NuneGa on Mon, 04 Aug 2008 20:02:42 GMT
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Nod is stronger on volcano... get a couple of flamers in gdi base and you will prolly win

---

Subject: Re: Renegade Maps
Posted by trooprm02 on Mon, 04 Aug 2008 22:50:14 GMT
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Nune wrote on Mon, 04 August 2008 15:02Nod is stronger on volcano... get a couple of flamers in
gdi base and you will prolly win

unless your nunega

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Subject: Re: Renegade Maps
Posted by Jamie or NuneGa on Tue, 05 Aug 2008 00:19:01 GMT
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1v1?

---

oh thats right you will continue dodging as always...

GDIplex... !L!O!L!

---

## Subject: Re: Renegade Maps
Posted by KobraOps on Tue, 05 Aug 2008 14:42:28 GMT
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Nune wrote on Mon, 04 August 2008 19:191v1?

oh thats right you will continue dodging as always...

GDIplex... !L!O!L!

Your terrible, you dont put an '!' before and after every letter nub it must be random or stratigically placed so it looks as awkward as possible.

---

## Subject: Re: Renegade Maps
Posted by JoeBro on Tue, 05 Aug 2008 15:08:48 GMT
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KobraOps wrote on Tue, 05 August 2008 09:42Nune wrote on Mon, 04 August 2008 19:191v1?

oh thats right you will continue dodging as always...

GDIplex... !L!O!L!

Your terrible, you dont put an '!' before and after every letter nub it must be random or stratigically placed so it looks as awkward as possible.
the little things matter so much lol

---

## Subject: Re: Renegade Maps
Posted by sadukar09 on Tue, 05 Aug 2008 17:08:40 GMT
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KobraOps wrote on Tue, 05 August 2008 09:42Nune wrote on Mon, 04 August 2008 19:191v1?

oh thats right you will continue dodging as always...

GDIplex... !L!O!L!

Your terrible, you dont put an '!' before and after every letter nub it must be random or stratigically placed so it looks as awkward as possible.

You shouldn't exist, stfu.

---

Subject: Re: Renegade Maps
Posted by Jamie or NuneGa on Tue, 05 Aug 2008 18:04:59 GMT
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islands no glitches L!!O!!!!L ----- that just looks weird

---

Subject: Re: Renegade Maps
Posted by ErroR on Wed, 06 Aug 2008 16:27:22 GMT
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Under:
Is a Nod arty stank sbh whore map where they whore all the time, unless gdi gets organized gets mlrs and destroyes air from bgining. It's easy to harv walk with gdi if noone sees u.
City(mostly flying):
I really hated this map and many people did but after some time u start to love it. It's a gdi map(if it's organized)or nod does the stank rush. It's the easyest map i tried to harv walk on nod agt doesn't see u and u can easyly get into pp or nuke bar. The humvee rush to Hon with 2 hotties inside can change the game radicly (cuz 1 hottie runs from hon to ob and get 2 buildings (unless they see the 2ond hottie in ob). Also mlrsz rush on bridge can bring a fast victory. Snipe on gdi from window. 2 hotties run to ob from tun (1 dies)
Mesa:
Harv walk on gdi lol u can even harv walk with a humvee ob wont shoot. Great to sneak on top and snipe whore ppl. Easy to destroy arties with hottie when  they attack wf u come form tuns and throw timed c4s.
Volcano:
Easy map with no base defs no vechs needed but they do change the map radicaly.
Complex:
Dunno allways nod whored with stanks and flamers but on serv I play complex is only ctf, and it's a great map for it. Just sneak to ref threw tun then tib field on left and snipe everyone from back
Islands:
Dunno why but it's my favourit map. Both teams can whore it.
Hour glass:
Nod map simply rush with flamers or stanks get agt, but after taht when gdi camps it's really hard to get in base cuz of the walls.
Glacier:
Never played it online
Snow:
Basicly a inf map vechs ruin everything
Arctic:
A great map for inf war and snipe.

---

Subject: Re: Renegade Maps
Posted by JoeBro on Wed, 06 Aug 2008 18:09:44 GMT
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ErroR wrote on Wed, 06 August 2008 11:27Glacier:
Never played it online
Snow:
Basically a inf map vehicles ruin everything
Arctic:
A great map for inf war and snipe.
1) i played Glacier online, once. i don't like it much
2) never played that map. what servers have it?
3) never played that map. what servers have it?

---

Subject: Re: Renegade Maps
Posted by mrÃ£Ã§Ã·z on Wed, 06 Aug 2008 18:24:45 GMT
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Unrules.com New Maps host new Maps, get the mappack of them here: www.Unrules.com

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Subject: Re: Renegade Maps
Posted by trooprm02 on Thu, 07 Aug 2008 13:33:00 GMT
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EKT AND CMPS, BETS pl?aya!s!!!!

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Subject: Re: Renegade Maps
Posted by ErroR on Thu, 07 Aug 2008 13:38:20 GMT
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JoeBro wrote on Wed, 06 August 2008 21:09ErroR wrote on Wed, 06 August 2008 11:27Glacier:
Never played it online
Snow:
Basically a inf map vehicles ruin everything
Arctic:
A great map for inf war and snipe.
1) i played Glacier online, once. i don't like it much
2) never played that map. what servers have it?
3) never played that map. what servers have it?
RxD www.renxtreme.info it uses demo client (fv can be used too) + patch just download it from
site (not now atm serv not working  has to pay rent  )

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## Subject: Re: Renegade Maps
Posted by Jamie or NuneGa on Thu, 07 Aug 2008 18:06:27 GMT
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rxd invades the privacy of ur computer beware!

## Subject: Re: Renegade Maps
Posted by ErroR on Fri, 08 Aug 2008 10:54:30 GMT
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Nune wrote on Thu, 07 August 2008 21:06rxd invades the privacy of ur computer beware! bwahahahahahah but it's fun

## Subject: Re: Renegade Maps
Posted by OrcaVTOL on Wed, 31 Dec 2008 18:21:18 GMT
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I just have one thing to say about Under, if you go to the bottom tunnel of the enemies base you can be quick and hide behind the rock next to the PP, if no one sees you you can plant a nuke and it will kill the PP, i've never been successful because my moron teammates won't cover my ass planting the nuke, but it should work...

P.S.-This only works if your on NOD i think