Subject: things you just should not do while playing Renegade
Posted by Anonymous on Thu, 08 Aug 2002 22:37:00 GMT
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Helpful things you should do.....-when being buggy rushed early in the game and you can't buy a tech. or a hotwire... simply stand at the pt with a regular free unit with the c4 on.... continually place and refill your supply of timed c4's laying them all around the MCT.... if you time it right you can get about a 25 to 30 second window of timed c4's exploding near the MCT of a building that is likely to be rushed-when you find yourself about to die under the treads of a tank... do not just throw your c4 (timed) on the side of the enemy tank... for if they are an engi. or a tech/hotwire... they can get out and difuse it.... the best way to place the c4 is by throwing it on top of the enemy tank-on hourglass staying at the top and using arties is not a good idea... yes you can be killed even If you are up there with engis. snipers and well placed timed c4's can take you out... camping on hour glass is very difficult and is best done when all units stay in front of the AGT or the Ob. and simply kill all rushing units-Don't underestimate the power of a flame thrower as it may not have good range but 3 flame throwers can quickly destroy an enemy building if all three are firing at the MCT with support from 1-2 riflemen and or shotgunners-Don't buy buggies on large maps where units have the abilty to meet you at a central position... such is the case on the map Under... where buggies and humvee's alike can be taken out with a single riflemen, shotgunner, or flametrooper-When attacking an enemybase wait for the right opportunity to present itself before rushing.... do not rush in while the enemy base is bunkered with all 20 opposing players in the base... also avoid creeping ahead... as this will result in a bottle neck where any and all shots fired by enemy units will find a target.... keep back and spread your force out sparingly... such that units are not too far apart to result in an inabilty of concentration fire but yet are far enough apart such that opposing units have to aim-About to die? throw the timed c4 even if there is no close target.. you might get lucky and catch someone in the blast radius when it goes off-Can't see the stealth units?... get skins which allow you to see the glow from the stealth unit when it get's hit from frendly fire or enemy fire... a neon blue hue works best as this will allow you to see it in both lit and unlit spaces on maps-Don't use helicopters when the game is about to end and the enemy has no barracks/HON or has no Warfac./Airstrip... as this will result in rushing of the enemy base by helicopters whose drives now feel free to rush the base not fearing enemy units.... This is one of the dumbest things to do... the armor of all types of flying vehicles is very low and can be easily taken down by even on riflemen.... I have had many games lost due to newbs using helicopters and not strafting and moving around while shooting as well as thinking that they are invincible now that the enemy is weakened-Don't hold your fire if youre in a tank... firing at random can help you to decloak a stealth unit by shooting at walls and the ground in front of you ,should you be able to get them in the blast radius of the explosion you will be able to see the light refaction their stealth suit makes.. I have been able to get many kills just by shooting at seemingly empty spaces on maps-Lock your camera to the gun of vehicles... this will allow you to not only shoot in 360 degree circle around you but also can allow you to shoot at one thing and run over enemy units at the same time.... should you be a good driver... this has been very helpful to me not just the turret but the abiltiy to drive a tank well... giving me in all likelyhood the best kill/death ratio in one game in all the world at 114:1-despite what people think having a few players who go off on their own is a good thing as this will net your team supprising results... not only can one unit get lots done but it will also take the attention away from the main fighting force.... as a result of my style of playing many renegade players have come to resent my style of playing... and yes I do admit I go overboard on yelling at people.... but I highly doubt anyone can criticize my ability to give the team chances... do not put down or flame people who like to go off

on their own.... many good things can come from people acting on their own...