
Subject: placing mods into the game

Posted by [liberator](#) on Mon, 27 Dec 2004 01:32:08 GMT

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

Is this for multi or single?

For single, do a google for 'Golden God renegade'

For multi, practice, practice, practice. Most of the best players have been playing since the game came out. I've only been playing for something like a year and I've gotten far better than I was when I started.

My advice:

pick a couple of weapons and get good with them. I myself favor the tiberium weapons, standard laser, the PIC/Rail, and I've begun working on the standard sniper which I am only moderately skilled with.(the n00bjet is for pussies, besides it's kind of fun to pop up and severely wound/kill someone and then disapear since most players can pick out where the shot came from)

Always aim for the head. This is good advice for all weapons, headshots, even from the pistol, do many times the damage of a body shot. The flechette gun can kill in three headshots which given the rate of fire is bloody fast. The pistol takes from 5-7 depending on character class.

Get very, very good at dodging. It takes more ammo to kill someone since it's harder to stay on target, but you'll take less damage unless their cheating or they are very, very good.

Learn the negative aspects of the various vehicles. A Light Tank, for instance, is lousy for open field combat because it's shell's firepower and velocity is not great, however it is fast, so you can out-manuver the heavier stuff(meds, mammals and flamers).*NOTE* NEVER EVER BUY A MAMMOTH TANK UNLESS THE ENEMY HAS BEEN DEPRIVED OF HEAVY INFANTRY AND THE BASE DEFENSES HAVE BEEN DEALT WITH!!! While packing enourmous firepower, the Mammoth is a rolling target for long range stuff like artilleries and stolen MLRS, as well as Stealth Tanks that can get into the blind spot under the barrels and hammer away.
