
Subject: Re: n00bjet-no

Posted by [nukchebi0](#) on Thu, 20 Apr 2006 01:21:50 GMT

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Feetseek wrote on Wed, 19 April 2006 20:19:nukchebi0 wrote on Wed, 19 April 2006 21:14:mrpirate wrote on Wed, 19 April 2006 15:16:OK, I will elaborate.

You suck at Renegade because you suggest killing snipers with a Flame Tank. Is this your preferred strategy? I am having some difficulty in a circumstance other than extreme stupidity (what's this about a "n00b"jet?) where a Flame Tank would be able to drive across the bridge on City_Flying without the Havocs at the other end doing something in the 30 seconds or so before the Flame Tank arrived to stop it from killing them. Or maybe you were planning to use the Flame Tank, a unit with no splash damage and extremely limited range, to kill snipers in areas where they can't be run over. I don't know.

You suck at Renegade because you say helicopters are useless. In my experience, the exact opposite is true. And I have been playing Renegade for over four years, as well as playing in clans like gse, (who lost something like 9 out of 200 clan wars) so I'd like to think my experience is worth something. I always use an Orca or Apache when I play on City_Flying, as does Sniper_de7, and he and I almost always finish near the top of the server in points and kills. I don't have any numbers, but I'd say that if you're playing on City_Flying and myself or de7 is on your team in a helicopter, you'd certainly win the majority of the time.

Hopefully this reply is in-depth enough for you.

1. I forgot that flame tanks aren't as fast as they are in Tiberian Dawn, where they are useful for squashing infantry, as well as torching them. And, snipers on the bridge can be run over.

2. Thank you for proving my point that the ramjet isn't overpowered. If it wasn't effective against helicopters, then the game would essentially be an air battle, as no ground vehicles would survive to be useful. Then the game would be pointless. Ramjets help insure that air units are supplements, not commandos. If I played Tiberian Dawn and bought only Orcas, I would lose to the easy computer in about two seconds when Flame Tanks wipe out my base defenses, and impossible to kill rocket soldiers tore my Orcas apart before eliminating the rest of my base from the map. Or I could buy only Apaches, and get annihilated when Mammoth Tanks destroy my obliks and shoot down my Apaches with their Tusk missiles. Instead, I use Orcas for hunting harvesters, and unprotected vehicles, or turrets, while using Apaches to eliminate MLRS's and bands of grenadiers. However, I always have tanks, so when there is air defenses, or overwhelming forces that air units can't handle. The same is for Renegade. If there is no defense, then helicopters are fine. But helicopters won't survive against any defense at all. I remember one rather idiotic attack I commenced in which I commanded four Apaches to eliminate a Mammoth Tank. By the time the attack finished, the Mammoth Tank had two third of its health, and I had three dead copters. Since there is no homing rockets in Renegade, ramjets provide the anti-air defense that is otherwise so desperately lacking.

I don't suck at Renegade. I prefer to snipe, and on City Flying am shooting down helicopters with the Ramjet. If someone wanted to snipe me, they easily could. But I never die. When I want to kill

people I use the sniper rifle, but the Ramjet is much more effective at anti-air. Have snipers cover you if you want to fly helicopters, but don't expect to win with them over enemy territory. It doesn't work in Tiberian Dawn, and it shouldn't work in Renegade.

(Also, what servers do you play on?)

Well, you and your four Apache must have been horrible pilots then if you only damaged 2/3 of the Mammoth Tank's health

No, the Apache chaingun doesn't damage heavily armored vehicles. And, you missed my entire point.
