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Subject: Re: Military Tactics

Posted by [TNaismith](#) on Tue, 27 Nov 2007 05:48:35 GMT

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Yes! Nice to meet you here Charlie! I thought I'd never see other Coop players again!

In terms of Military Tactics, I play on the Coop Servers, and I must tell you, out of all the servers for public play, Coop has been the best one where I've experienced games where we've played as infantry/vehicles and made our way through various maps helping each other out.

We use cover, support fire, we've got the repair support, in the games we get a good squad together, we totally just rock on, I dare to say better than any CW clan.

However, in terms of Military Tactics for Renegade, I've witnessed mainly combinations of:

(This is for when they are just battling it out in the field, I've barely seen people in publics organize anything bigger than a stealth tank rush yet.)

NOD General Battle Team:

- ALWAYS at least two Flame Tanks
- About two NOD Buggy's running about the map
- Usually one guy who chooses to bring forth a Artillery and moves out with barely and support
- I see many, at least three stealth tanks about at all times
- About two Light Tanks
- An assortment of infantry ranging from mainly Stealths, Sakura, and Mendosa. With a brave player who dares to play repair once in awhile.

GDI General Battle Team:

- One Mammoth usually being bought by someone despite the stage the game is in
- Always at least two APC's running amok
- I tend to see people buying Humms a lot as well, obviously for their cheap cost and speed. I usually see them in teams of three
- MRL's, I sometimes catch glimpses of them firing from some uncommon location, but I don't see them much in the publics
- Everyone else I see resorting to a wide variety of GDI units, ones I see a lot are Havoc, Gunner, Mobious, and Sydney.

The tactics I see in Publics are much what some of you described. The best tactic I've seen so far is a well done flaming apc (C4's stuck on the APC and you blow it up in front of a tank while you get out the back), and a stealth tank rush. I barely see any kind of well organized support fire, advances, or planned assaults or defense taking place, mainly because of the sheer openness and lack of team coordination a public encompasses.

However, I want to hear what other Military Tactics others have to say here as well, so that I can see if they can be used in publics, though I doubt it'll be easy to pull off without some incentive to

do so.

Well-made topic KIRBY, a game like Renegade is fun, and even more fun when people can come together and actually pull off really neat military tactics and strategies.

TNaismith

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