Subject: Gameplay tatic's a must read
Posted by Titan1x77 on Mon, 04 Aug 2003 18:47:48 GMT
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Im compiling some of my own thoughts and other players thoughts on helping make Renegade more competitive....PLEASE HELP ADD TO THIS

These are very helpful Gameplay tatics compiled from alot of Experienced Renegade players.

**Repairing-----

Always Repair in 3rd person view!!,This doesnt guarantee your vehicle wont be stolen...you could be Sniped,or snuck up on from behind by a SBH,But it betters your chances of Repairing and getting back into the tank(never try and repair in the wide open either)

Always check the MCT before purchasing..you may just save that building before you rush off to snipe,.etc or get into your new vehicle

Mining:---
No. of mines to use

5 mines are enough to kill any unit. People usually put 6.<-- common error.

**Placement of mines--

Best way to put them are to group a few together and a couple behind them. Putting them down one by one will not guarantee a kill.

If 3 engineer class characters all throw their remotes on an enemy MCT, you can kill the building instantly.It only takes 5 Remote c4's to destroy ANY building. So if you know 2 other engineers are behind you, or you know ahead of time that you're going to be inside a building with 2 other engineers (like in an apc rush) TELL YOUR TEAM MATES TO GET OUT THEIR REMOTES AND USE THEM ASAP(save the timed C4 for another building)

**Where to plant ---

Plant entrances where there is usually less traffic, or facing away from the base defenses, eg. like the back of most buildings, and buildings where players like to rush. The barracks has 2 entrances, but it has this main entrance. Plant 5 mines there. Back of wf and ref is also a must, so that took 15 mines. AGT entrance, 5 mines. 20 mines. both entrances of pp, 10 mines, total of 30 mines.

main entrance of barracks; everyone should remember that this can be bypassed in flying maps(also in some fanmaps without a blocker where the bardwire is!)

Always mine the ramp to the Weap Factory on flying maps. You'll thank me later. Other ramps should not concern you unless they are your last structure or two(weapons factory has many places to plant unlike other buildings)

**Very common misuse of mines---

Mining outside of your base is not smart, mines cannot take out a vehicle very well, especially if it's a fully loaded APC. When you find an APC at your HON and all your minning effort was focused outside of your base. You'll find your HON is going to be taken out.

Mine the ped if your server has PED WIN ON..if not dont bother wasting mines there.

Dont mine the MCT's

Most players place mines too close to the door entrance of a building. I drive my APC up to the door, and the mines are set off.

**Other helpful tatic's---

We are both on Nod. I have an SBH and we are both in GDI's base. You, of course are seen and attacked. What are you doing? Don't run over here! You're bringing them closer to me, you idiot! Now they're shooting ME. They've seen me. I'm dead.(Draw them away from your fellow Stealth temmates)

That's right, I left an empty GDI APC at the back of your Hand of Nod.Take it. It's yours. I left it for you.WAIT!Don't go into the Hand! Someone else might take the free APC I left for you. Really, you had better get in it and drive off before some other n00b on your team takes it.
Think about it for a second. If you run into the Hand, you will only be one more engineer in a crowd of players already dealing with any trouble...Wrong you may be the only one to save that structure,leave the APC there and Repair that building!!

**Base defenses Down?...heres a few do's and dont's--

1.Make sure to check all base doors are mined
2.Got 1000 plus credits Prepare to defend against a rush...Dont buy havoc's or Sakura's,Instead buy yourself a Med/Mammoth or a Mobile ART/Light Tank...If your WF/AIR is down buy PIC's/mobious or Raveshaw's/Mendoza's.
3.Push your opponet's back and keep pounding there Tanks and keep your Squad repaired,The point swing just may win the game for you.
4.If you get a chance to Sneak out of the base with an APC head straight to there PP or AGT/OB and try to even the score with a few hotwires rushing towards the MCT.
5.Dont ever sit and call it a lost...the most rewarding wins are those come from behind win's.

To keep Nukes/ION's from blowing my base up into a billion peices, alot of you probably know about it already, but here goes (amazingly simple): All you need is a sniper and a team that can disarm nukes, When you here "Nuclear Strike Beacon Deployed" take your sniper rifle and Zoom

Into each building at max zoomage, if the nuke is in base, you will hear the beeping go off even if your half way across the map.

**Rushing

Any organized Rush can be effective,Depending on the situation...Heres a few well organized rushes to take out structres

Gunner Rush
SBH C4 Rush(MCT)
APC rushes(hotwires/Tech's)(MCT)
Flame Rush
Stank Rush
Medium tank Rush
Grenaider(early rush)(C4MCT)

Almost any rush can be effective...Light tanks's, Mammy's,Even a MRL/ART woth Tech's repairing can be quite effective.
Hold your Fire during Rushes...Flames flashing in the air can give away a good rush...Along with Stanks firing before Teammates catch up....Try to hold your fire on any rush unless necessary.

Teamwork Will always conquer an unorganized Team!!
Communicate with your Team....let them now of any incoming vehicles,prehaps you seen someone run into a structure,Let them know to check mines in a place where they might of been set off or disarmed...Communication is a simple way of helping your team out in a big way.

I'll be Adding more onto this shortly

Credits go to Tanhm07,Tankclash,Gizbotvas,Visceroidman,and myself

Spelling Nazi's can overlook this and correct what is wrong.