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Subject: Attempts for adding new strategies in renegade  
Posted by [Cypher195](#) on Thu, 30 Sep 2004 08:33:29 GMT  
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Well this is my first post in this site, now I'm trying to find new strategies for renegade that have never been attempted before (I hope none of what I am saying is said before by someone else)

ok here goes nothing.....

1st strategy : I call it "score drain" (best used for nod flame tanks)  
prerequisites: Friendly fire ON

now lets say you're on nod, get an engineer type character and buy a flame tank, now put a remote c4 on the muzzles (that's what they're called, right? the place where the projectiles come out from tanks, weapons?) now just to make sure it works hop in and start shooting small bursts of flame, if you placed the remote c4s correctly, you'll notice that:

- 1- you health is decreasing.
- 2- if you're shooting something it gets no damage or less than the ordinary damage.
- 3- your score is decreasing.

now now I don't want to decrease my OWN score, it's the enemy's score I need to decrease, so get in and start moving around for the remote c4s to become "invisible" then pretend to be stupid and dump your tank somewhere in the field, now if an enemy takes the empty tank and starts to attack your base with it, he will be losing more score than he is gaining (because he is hitting himself)

there are downsides to this strategy (nothing is perfect you know) for instance:

- 1- remote c4s count in the 30 mines limit.
- 2- if you get killed, your remote c4s will vanish, meaning you just gave up a flame tank to the opponent (so it's better to let someone dump the tank, or place the c4s)
- 3- if the enemy notices the existence of your remote c4s, he might just remove them, giving them an easy  $30 \times x$  score (where x is the number of remotes you placed)
- 4- there may be other flaws, but I haven't noticed them yet.

you can also do it for other tanks, but it isn't guaranteed.

now I'm just trying to add a strategy to the game, so I hope I didn't say anything wrong.... (also, forgive me for any spelling, grammar mistakes in this post)

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Subject: Attempts for adding new strategies in renegade  
Posted by [Lance3066](#) on Thu, 30 Sep 2004 18:27:25 GMT  
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heh, I used to love listening to n00bs saying "omg omg my flame tank is being damaged and noone is shooting me!"

P.S. It works for every last vehicle in the game if you can place the c4 right and another flaw is your guns target the c4 before you shoot so unless you place the c4 JUST right or a complete idiot takes it they'll notice it easily

also this is a good way to find out if someone has final renegade

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Subject: Attempts for adding new strategies in renegade  
Posted by [SuperTech](#) on Sat, 02 Oct 2004 02:05:05 GMT  
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Big problems with this strategy.

I've only seen one server on Westwood with friendly fire on.

All your teammates have to be in on this as they will like destroy the flame tank before it reaches your base.

They could just take the flame tank and store it at their base which means your ability to build vehicles is now VLIMIT-1.

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Subject: Attempts for adding new strategies in renegade  
Posted by [shifty\[\]nash](#) on Fri, 08 Oct 2004 11:04:41 GMT  
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nono most players are too stupid for that.. we had 3 stolen mammoths once (i was on nod side) and some dumbass mod started kicking the players out to destroy the mammoths.. or noobs that think (0mfg mammy tank in our base liek omg!1111 \*mammoth tank dies\*) even if a nod player is in it they still shoot the tank >>

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Subject: Attempts for adding new strategies in renegade  
Posted by [Cypher195](#) on Sun, 10 Oct 2004 19:12:26 GMT  
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Well as I said "Nothing is perfect",anyways:

2nd strategy: I call it "ATM" (Alternative Tiberium Money)

Prerequisites: at least 1 teammate,repair guns

Best used when: you are in a map where tiberium is in your base (like islands)

Note:this is strategy is only in theory,I never tried it on-line,so it isn't guarenteed.

Your Tiberium Refinery destroyed? low on ca\$h? nothing to repair for ca\$h? can't make ca\$h because enemy kills you before you get to make any ca\$h by attacking them? server has no !donate ? well here is your solution! use the ATM strategy,ask a teammate to get a repair gun and you also get a repair gun,now both of you go to the tiberium field,of course both of you will take

damage from tiberium,now heal each other,and voila you're making cash! (I don't know if this works,even if it works I don't know if the cash made is enough)

of course this strategy has downsides:

- 1- you're risking of leaving base less defended,especially in small servers.
- 2- there may not be a teammate willing to do that.
- 3- if tiberium is outside your base, there is a big chance you get killed quickly by snipers or vehicles.
- 4- other downsides I haven't yet noticed.

Post any comments on this one please.

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Subject: Attempts for adding new strategies in renegade

Posted by [flyingfox](#) on Mon, 11 Oct 2004 16:39:51 GMT

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Never thought of it actually. you might make a good few bob from it unless it was on a level, say, Walls, and your enemy is right outside your base. and most likely you'll have n00b cannons flickering away in their all-godly form to stop you getting anywhere.

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Subject: Attempts for adding new strategies in renegade

Posted by [Homey](#) on Tue, 12 Oct 2004 03:52:20 GMT

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1st one, very original, 2nd its been done. If I see people on my team doing it I will only care if we're losing cause its a waste really. You NEED hotwires/techs for this too.

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Subject: Attempts for adding new strategies in renegade

Posted by [Cypher195](#) on Tue, 12 Oct 2004 16:57:21 GMT

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It is too bad that the ATM strategy isn't original  
Do you think I should think of more strategies people?

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Subject: Attempts for adding new strategies in renegade

Posted by [SuperTech](#) on Wed, 13 Oct 2004 01:14:27 GMT

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Cypher195It is too bad that the ATM strategy isn't original  
Do you think I should think of more strategies people?

Actually, I never heard of this strategy and it actually is interesting and doable.

The real interesting strategies/tactics would be the glitches in the game (b2b, wall jumping, ob walk, etc), but we probably aren't allowed to talk about those on here.

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Subject: Attempts for adding new strategies in renegade  
Posted by [Cypher195](#) on Wed, 13 Oct 2004 11:32:48 GMT  
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Quote:The real interesting strategies/tactics would be the glitches in the game (b2b, wall jumping, ob walk, etc), but we probably aren't allowed to talk about those on here.

Actually I don't think glitches should be considered strategies, because the game makers didn't even wanted them to happen :\

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Subject: Attempts for adding new strategies in renegade  
Posted by [Cypher195](#) on Sat, 16 Oct 2004 14:17:41 GMT  
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Ok now another strategy:

3rd strategy: I call it : R.I.P. "Rapid Infantry pwnage"  
prerequisites:5 people with PIC/Rail gun , an APC  
best used when: if an enemy tanks tries to go "solo" to your base.(especially an APC rush)

This strategy presumes your team is very cooperative, now get an APC, you and 4 other people get Rail gun or PIC (Personal Ion Cannon), All of you get into the APC and go to the field, let one of you be a commander,now once you see an enemy tank in the field wait for the commander to tell you to "Get out of the vehicle", all of you get out of the vehicle at the same time and fire one shot from your weapon to the enemy tank, PIC/Rail gun does 80 damage per shot (if I remember right) and  $80 \times 5 = 400$  damage in one shot (the same damage as a timed c4), now after you fire your shot immediatly get back in the APC for cover, your weapon wil reload even if you are in the APC,wait for the commander to tell you again to "Get out of the vehicle", and repeat the same process,the tank will be quickly destroyed that way (unless if it isn't alone).

All strategies have their flaws, you know... :

- 1- 1000\$ isnt easily obtained by everyone.
  - 2- you'll need a very cooperative team (and that's rare IMO)
  - 3- other flaws I haven't yet noticed.
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Subject: Attempts for adding new strategies in renegade  
Posted by [flyingfox](#) on Sat, 16 Oct 2004 15:56:48 GMT  
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If there are pesky enemy tanks hanging around, I like to round up a few teammates and have

them all buy stanks, to which I buy one. we all head around the field area (probably on c&c field) and move kind of to the back of the field. on walls we could hide at the corners, on canyon we could hide in the tiberium fields, etc. then wait. At the right moment, when the tank is facing another way, distracted, etc.. I message "destroy that vehicle!" and we all attack at once. you can easily take out even a mammoth.

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