
Subject: Winning.

Posted by [\[sg\]theOne](#) on Thu, 27 Feb 2003 23:41:05 GMT

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Destroy their tanks - then their harvester - then their base defenses !

Hardly profound - but profound enough to take the first post in Tactics & Strategies !!!!

I look forward to a new breath of life in these forums.

The One

Subject: Winning.

Posted by [Try_lee](#) on Thu, 27 Feb 2003 23:45:42 GMT

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A good strategy, but I'd destroy the harvester first. This way there won't even be any tanks for you to destroy!

Subject: Winning.

Posted by [\[sg\]theOne](#) on Fri, 28 Feb 2003 00:18:55 GMT

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I experience some of the best organization last night on Mesa & City Flying --- It was awesome !!!!

Mesa :

Normally there are only a few folks who rush the harvey, 2 or 3.

On Mesa last night we had like 6 ppl rush the harvey ! I'd never seen so much C4 on a harvester ! GDI got a few pieces of C4 on our harvey but we had like 6 engie's are repairing it before it even left the tunnel !!

City Flying

We started out with a dual apc rush - roughly 5 or 6 ppl total. We stormed the Obelisk first - it was beautiful - they only had like two proxy mines in it ! Needless to say 45secs & almost 10 pieces of C4 later the obelisk was dead ! This was like - 5mins into a game. The next run followed the same suit. Two APC's 5/6 ppl - this time the target was the Air Strip. This was total organization, we were functioning like a clan ! So we drive to Air everyone unloads and the other APC dies. So now there are 5 engies/hotwires in air dropping off their presents and I have the door blocked w/my APC. Nod is hella pissed & trying to destroy my APC but a *ton* of blue repair beams from inside Air keep me alive long enough for the Air Strip to go *pop*. The HON ended up being the last building standing - they held us off for a while....until I dropped a beacon and defended it by myself w/reg infi. They were so wrapped up w/ it being 'hidden' or on the roof they didnt find it until there were like 10secs left. So ya - we owned. (The major factor was we popped their harvey & ours made it back unscaved allowing us to have \$\$!!)

Subject: Winning.

Posted by [Sk8rRIMuk](#) on Fri, 28 Feb 2003 00:25:02 GMT

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I think you should get the strongest unit possible with your starting credits (not wasteing to much of course) totally trash there harvester kill a few people before comeing back...

Then get whatever unit u like best(provided you have enough credits) trash there tanks then take out there refinery then there power plant (if not the base defences) the airstrip/war factory should be next followed by the barracks/hon and then your done...

BAAsically what you just said but a little less VAGUE!!!

No offence .

-Sk8rRIMuk

Subject: Winning.

Posted by [Sk8rRIMuk](#) on Fri, 28 Feb 2003 00:28:31 GMT

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harvey & ours made it back unscaved allowing us to have \$\$!!)

OK i'm sorry now that's not vague.

-Sk8rRIMuk

Subject: Winning.
Posted by [C4miner](#) on Fri, 28 Feb 2003 02:38:08 GMT
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Winning is a crappy strategy. Try losing.

Subject: Winning.
Posted by [\[sg\]theOne](#) on Fri, 28 Feb 2003 03:11:56 GMT
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C4minerWinning is a crappy strategy. Try losing.

LOL -- been there done that. I actually dont enjoy it due to my nature !

Subject: Winning.
Posted by [Krazyfoxx](#) on Fri, 28 Feb 2003 03:22:49 GMT
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C4minerWinning is a crappy strategy. Try losing.
Now that you mention it, it is alot easier

Subject: Winning.
Posted by [Commando no. 448](#) on Fri, 28 Feb 2003 16:54:17 GMT
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My winning tactic? Use free characters all game then in the last 5 minutes build 4 mammoth tanks and charge them. If the game lasts that long.

Subject: Winning.
Posted by [kawolsky](#) on Fri, 28 Feb 2003 19:57:53 GMT
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Best thing to go for on a map with base defences is the wf/air strip
then take out remainder of enemy tanks.
from then on there screwed with no way 2 attack.

Subject: Winning.
Posted by [cheeta30](#) on Mon, 03 Mar 2003 15:09:37 GMT
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i should destroy the harvester first, then the tanks and then the base defenses + the weapons
factory/airstrip

Subject: Winning.
Posted by [mrpirate](#) on Tue, 04 Mar 2003 20:34:56 GMT
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Commando, I don't agree with that strategy. Unless you can be absolutely sure that people will
use your bought Mammoths, do not purchase vehicles for the team. I don't know how many
games I have seen lost because the enemy had got a hold of "free" vehicles.

Subject: Winning.
Posted by [tanhm07](#) on Wed, 05 Mar 2003 09:31:48 GMT
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To win, you need team work. No rambo is going to help his team win in a 32 player game lol

Subject: Winning.
Posted by [Griever92](#) on Fri, 07 Mar 2003 03:18:40 GMT
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A dumbass n00b isn't much help either

Subject: Winning.
Posted by [Sk8rRIMuk](#) on Sun, 09 Mar 2003 11:58:09 GMT
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tanhm07To win, you need team work. No rambo is going to help his team win in a 32 player game
lol

Rambo's just end up doing more damage than good by giving up loads of points to the other
team...

Yet there has always been the teamwork issue with Renegade.

-Sk8rRIMuk

Subject: Winning.

Posted by [Griever92](#) on Mon, 10 Mar 2003 18:21:14 GMT

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-Sk8rRIMuk

Every online game has their Teamwork issues, Renegade has it's n00bs to add to the prob though.

Subject: Winning.

Posted by [Anlesauk](#) on Mon, 10 Mar 2003 19:11:16 GMT

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Defense!!! Defense and teamwork!!! This is how my team wins games:

<http://www.n00bstories.com/renforums/viewtopic.php?t=228>

Subject: Winning.

Posted by [\[sg\]theOne](#) on Fri, 14 Mar 2003 07:01:48 GMT

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Teamwork - dont be das n00b teamwork owns you.

10 bad asses w/no team work can be owned by 10 decent players w/team work.

Subject: Winning.

Posted by [HTDana](#) on Fri, 14 Mar 2003 18:01:55 GMT

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I have to agree with defense and teamwork...you may succeed if you all attack, but if you don't protect your base, you're sure to lose.

Subject: Winning.

Posted by [Imortal](#) on Sat, 15 Mar 2003 10:43:06 GMT

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order of building raping is really not wf first...first building should be pp (especially on non def maps) 2x prices means 1600 for a med tank. next should be bar...no technicians (they havent bought any because they wont have 700 dollars from 2x cash). this makes there repair life and teching units extremely difficult. next should be wf/strip (self explanatory) and then with only basic infantry you should be able to take the ref. the reason you dont take the wf first is because everyone will get pics/mobius/ravs/havocs etc and will camp with said units. you wil then rush and rush and rush and not take anything (anyone who has ever been Nod on field and thinks they won because they took GDI's WF and still wound up losing knows what i mean) this is because if you kill a building like the wf the enemy gets 700 points, now you have all infantry. say your GDI, and nod stnk rushes with 5 stnks. at 120 points each you get 600 points off there rush, minus damage they do (which shouldnt be much at least not when ever i have been on a team that tries) plus repair points. they do that 2 times and boom theres your destroyed wf points. 2 more times puts you in the lead by 1000 points. now the enemy gets cautious. they will send in an apc to clear out your inf first, then rush but that wont work because there is way to much. when you start seeing buggy rushes you know you win...even though they got your wf. its suprising to me how few active clans there are, when you all just want to have fun in a n00b free zone. what you fail to grasp is, if your clan is all "non n00bs" wouldnt you, in fact, be having fun? i never understood why more clans dont actively compete (and by active i dont mean like clan *fog* with a career 42 games played) i mean clans like OPS - 1000ish games played, DoA - 1500ish games played, LT - 1000 games played, PAW - 500 games played and so on. Even Prpl ventured out and started a clan, then there is this clan called Alky, they are suprisingly good. I belive that is snipegod1's clan. Sure they need to learn some smaller game tactics that require less punching "building needs repair" and then turning a blind eye to keep doing whatever it is your doing, but they arnt bad. wow im really drunk...i managed to mangle a point i had, but i forgot what it is so w.e., ignore me.

Subject: Winning.

Posted by [SencneS](#) on Wed, 19 Mar 2003 02:28:52 GMT

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I agree this is a team game, you can't exactly win without team work.

However there are many time a Rambo that is good enough can do exactly what the team can't. On some maps you just need to be low profile to get into base and kill a building. I can not count how many buildings I have single handed destroyed. Be it with Tech/hot or beacon.

A Rambo doesn't win the game for you, but he helps make it easier. It's apparently clear you need a good team to work together. Check this out.

Walls:- I was NOD, Tech to Ref, c4 kill. Nuke PP (almsot didn't kill it). Nuke/C4 the barricks. This is a great tactic. Was a tech, planted the nuke, waited on top of barrick as I saw everyone running out I jumped down c4ed the Barricks. Yeah they disarmed the nuke but the barricks was gone.

There was over 15 minutes left in the game.. We lost to points. Not by 300 points(disarm nuke) but by 3000 points. Even a lone Rambo can dominate the game and still lose. As a side note the next map was Field and I nuked the barricks and the ref (with defence help) and still lost the game. I was so mad.

If I classed myself I would say I am a Rambo. I perfer to work alone but I also help the team with repairs. Do mass stank or flame rushes with then. I don't exclusive play alone. But Sometimes you just got to do it yourself for it to be done correctly. And most of the times a single person is often overlooked compaired to a group of 10 people.

SencneS
