Subject: Nod Tactic
Posted by MATTHEW80 on Wed, 23 Nov 2005 19:03:10 GMT
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One of my favorites

Requirements:
SBH with timed C4 and remote C4 (just timed c4 works as well but remote has added benefits)

Directions:

Sneak around as SBH looking for tanks in the field. Sneak up and plant your remote C4'S followed by the timed C4 (Stay stealth and out of range by approaching from behind or a blind spot). Retreat and wait for the timed C4 to blow. At this point many people oblivios to the fact that C4 just randomly appeared on thier vehicle will get out (as 90% of drivers are engis,techs or hotties) to fix up the dmg. Make sure you are close but not 2 close. Run in and grab the vehicle . If they don't exit or start to return to there base or be healed by an engi blow the remote C4, 1 timed + 2 remotes is enough to kill any tank except for a mammy. Remember captured vehicles count towards your ENEMY'S vech limit, so they can be good to store in back of base as a denial of useage.

Comments welcome

-Matthew

Subject: Re: Nod Tactic
Posted by Goztow on Thu, 24 Nov 2005 08:18:41 GMT
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Would be nice if you didn't rely on a lame ass mod like the drop weapons one. Other than that: nice sometimes allthough you'll prolly just be a man short for your team to defend.

Take it that 2 persons take sbh to do this.

10 v 10

GDI: 7 meds, 3 hotties. NOD: maximum like 6 lights/arts, 2 techies. NOD gets PWNed. If you were a bit more useful to your team in stead of just waiting for an opportunity to plant c4/steal, your team could get out of it.

This is an ideal situation ofcourse but you get my point.

Subject: Re: Nod Tactic
Posted by Ma1kel on Thu, 24 Nov 2005 21:46:06 GMT

In other words, lern2play

Subject: Re: Nod Tactic
Posted by runewood on Fri, 25 Nov 2005 20:24:23 GMT

Here is what you do. Get SBH, see a tank, open fire. The tank will run away if you can doge well. Problem solved. Or if your are a tp, kill the hottie healing tannk with c4 to back.

Subject: Re: Nod Tactic
Posted by SuperTech on Sat, 26 Nov 2005 04:17:16 GMT

Sorry, this tactic requires too many "what-ifs". If you have the mod where the tank doesn't die, but just sits there half repaired what then?

Subject: Re: Nod Tactic
Posted by karmai on Tue, 29 Nov 2005 15:13:03 GMT

sbh with remote c4, what version of renegade are you playing?

Subject: Re: Nod Tactic
Posted by Jecht on Tue, 29 Nov 2005 16:08:32 GMT

depending on the game, you could get an engi, kill yourself with a remote, buy an sbh and pick up the dropped c4 your engineer produced. It's a waste of time in an AOW match, but i've seen it used effectively in CTF(yes, I like CTF now and then, stfu).

Subject: Re: Nod Tactic
Posted by MrWiggles on Tue, 06 Dec 2005 20:25:22 GMT

runewood wrote on Fri, 25 November 2005 14:24Here is what you do. Get SBH, see a tank, open fire. The tank will run away if you can doge well. Problem solved. Or if your are a tp, kill the hottie healing tannk with c4 to back.

lmao, try that with people when people with skill are playing.