
Subject: Using free soldiers

Posted by [m1a1_abrams](#) on Fri, 09 Dec 2005 15:54:24 GMT

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The Patch thread reminded me about the free rifle soldiers on both sides, and how hardly anyone seems to use them effectively. Obviously you get lots of them running to the middle of the map at the very start of the game while they're waiting for cash to buy something better, but after that they rarely get used. The thing is though, they're free and totally expendable, but do good damage to infantry and light vehicles. They even get a lot of points from shooting heavy armoured vehicles, although it's quite a cheap tactic when they're doing next to no damage.

Like I said, they're expendable and do good damage, so there's no good reason not to head out and find something to shoot at if you can't afford a tank yet. It's better than paying for a mid-range character and taking longer to get enough credits for your tank + giving the enemy points when you get killed. I guess a lot of people are hung up on their k/d ratio, which is a shame, because you're helping the team more by softening up an Artillery with a GDI Soldier, rather than just sitting there waiting for credits. You even gain credits faster by shooting things, and it's not difficult to get a free soldier killed when you have enough for whatever you want to buy.

There are so many situations where free soldiers can be a great help to the team. For example, if the map is Field and your team is danger of losing the middle ground, then all the people who aren't tanks or Hotwires/Technicians could be shooting at the MRLS/Artillery with free soldiers. They will have a really poor survival rate, but you lose nothing by getting out there. On the other hand, your team gains another unit doing good damage to the light armoured vehicles, and another unit for the enemy to shoot... hopefully distracting them from focus-firing on your tanks. It's win-win... if they're smart and keep shooting the tanks then at least you will do some damage of your own with the rifle soldier, and if they shoot you then you're limiting how much damage your own vehicles take. Also, when your base is being terrorized by Orcas/Apaches, don't hide inside your buildings... get out there with your free soldier and shoot at them. Aircraft go down so quickly to concentrated rifle fire that you don't necessarily need snipers to deal with them. Sure you will die fast if you get targeted, but you're gonna respawn in your base ready to go again and they gain practically nothing by killing you. You get lots of points for your team by damaging them and even better, you might help take down some aircraft.

I'm not trying to say that rifle soldiers are the best unit, or that you should keep them when you could buy something a lot better... all I'm saying is that if you're chiefly interested in winning games rather than your k/d ratio, then you'd be a fool not to use the free soldier while you wait for your credits to come through. I really wish people weren't so bothered about dying in the game. From the point of view of trying to win, the only time dying matters is when you lose more points to the enemy than your team gains while your character is alive.

Subject: Re: Using free soldiers

Posted by [Sniper_De7](#) on Fri, 09 Dec 2005 17:15:09 GMT

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I wouldn't include the nod soldier. the only thing they're really good at would be to getting points (if you needed it)

Subject: Re: Using free soldiers
Posted by [m1a1_abrams](#) on Fri, 09 Dec 2005 17:20:10 GMT
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That's not true. Sure they do less damage than the GDI soldier, but it's not like they do zero damage. Try being in an Orca/Humvee/MRLS with a Nod soldier shooting you... they do more than enough damage to make you sit up and notice.

Subject: Re: Using free soldiers
Posted by [terminator 101](#) on Fri, 09 Dec 2005 18:29:13 GMT
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nod soldier does less damage than GDI? Why is it like that? I thought they were even.

Subject: Re: Using free soldiers
Posted by [Ma1kel](#) on Fri, 09 Dec 2005 18:48:23 GMT
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Nod's Automatic Rifle does 5 damage a shot.
GDI's Automatic Rifle does 7 damage a shot.

Subject: Re: Using free soldiers
Posted by [Sniper_De7](#) on Fri, 09 Dec 2005 19:53:24 GMT
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Trust me, I have been in that situation plenty of times; most notably on Walls_Flying. It's a lot more dangerous to be on the receiving end of like 5+ GDI soldiers than it would be for 5 Nod ones. In fact I would rather it be Nod soldiers since they hardly do much at all. But in the case of Field (as you stated) The Nod soldiers aren't even able to shoot at the MRLS that would (under normal circumstances) be at the other end of the map. While the artillery would easily be in range from inside their base. Like I said, if you want money that's the way to do it but don't rely on it helping much. Even the Nod buggy is weaker than the GDI humvee which means the GDI do more damage against it and it has less HP. While the Nod soldiers do less damage and has to fighter a stronger unit. You'll probably only seeing me use a Nod soldier if i really needed money or if I was out a Refinery (Since even the flamethrower isn't great at getting money against buildings compared to the grenadier)

Subject: Re: Using free soldiers

Posted by [MrWiggles](#) on Fri, 09 Dec 2005 20:47:14 GMT

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nod shooters are also WAY easier to kill. and dont forget you stop getting massive points from shooter fucking vehicles once their health drops below half.

Subject: Re: Using free soldiers

Posted by [Jecht](#) on Fri, 09 Dec 2005 21:06:31 GMT

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Nod APC also has less armor than the GDI counterpart as well. Either that or more firepower because a full life GDI apc will always beat its Nod counterpart.

Subject: Re: Using free soldiers

Posted by [Sniper_De7](#) on Fri, 09 Dec 2005 23:15:09 GMT

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Don't think so, I do believe the Nod APC is bigger and thus you miss less. People don't usually realize how much they're missing in APCs

Subject: Re: Using free soldiers

Posted by [Lijitsu](#) on Fri, 09 Dec 2005 23:59:30 GMT

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The Flamethrower and Shotgunner are extremely useful to Nod. The Flamethrower can take more tank splash than any other character, because of their flame-retardent suits, plus they do a good amount of damage to vehicles and make any player panic. Get a group of four Flamethrower troopers and send them at an enemy vehicle, even a Mammoth, and, as long as there are no snipers and the troopers aren't idiots, they're mostly assured in atleast making the vehicle back off. They work best if you can ambush vehicles, but running straight at one(In a sense.) is effective aswell.

The Shotgunner does more damage to the lightly armored vehicles and infantry than any other basic unit, save the Engineer. Sneak up on an MRLS group, plant C4 on one of them, and start shooting at another. Usually they either back away or start firing, sometimes both. This frees up a small amount of time that your base isn't getting hammered, which can save a building or two. Plus the one with the C4 on it will be destroyed if it goes off, causing them to lose around 500 Credits, and an Artillery unit.

The Nod basic soldier is very effective as a distraction, just like M1A1 said. Send in one or two as the main fighting force with tanks waiting around a corner, wait 'till the enemy troops start shooting at them, and bring in the tanks. It may not seem to effect the enemy, but look at it this way: Infantry don't have unlimited ammunition. They gotta run out sometime.

Subject: Re: Using free soldiers
Posted by [danpaul88](#) on Sat, 10 Dec 2005 19:43:36 GMT
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rifle soldiers are great for killing snipers as well, just jump around like an insane frog and you have a good chance of killing them before they can land a shot on you..

got two or three sakuras at once this way a few times

(of course only works if you can keep your aim on their head while doing the insane frog act)

Subject: Re: Using free soldiers
Posted by [=HT=T-Bird](#) on Sat, 10 Dec 2005 20:20:08 GMT
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Another wiki-worthy post for m1a1_abrams! Keep up the good work, m8!

Subject: Re: Using free soldiers
Posted by [karmai](#) on Sun, 11 Dec 2005 00:32:27 GMT
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Gdi soldiers work great, nod meh not so much. You're almost always better off with an engineer than a soldier if you're on nod.
and correcting whoever said it earlier..

nod shooters do 10 damage a headshot, gdi shooters do 25.. Thats a big difference.

And the reason you made this thread was from the comment i made in the patch thread, but patch is only on gdi.. I made that comment saying use a gdi soldier to kill snipers

Subject: Re: Using free soldiers
Posted by [Sniper_De7](#) on Sun, 11 Dec 2005 00:59:27 GMT
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gdi: 35*/ headshot 7*/anything else
nod: 25*/ headshot 5*/anything else

Subject: Re: Using free soldiers
Posted by [danpaul88](#) on Sun, 11 Dec 2005 01:30:59 GMT
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karmai wrote on Sun, 11 December 2005 00:32Gdi soldiers work great, nod meh not so much.

You're almost always better off with an engineer than a soldier if you're on nod.
and correcting whoever said it earlier..

nod shooters do 10 damage a headshot, gdi shooters do 25.. Thats a big difference.

And the reason you made this thread was from the comment i made in the patch thread, but patch is only on gdi.. I made that comment saying use a gdi soldier to kill snipers

If I am on nod I prefer shotgunner actually, use pistol for normal range, and shotgun them to bits at close range

Subject: Re: Using free soldiers
Posted by [Spoony_old](#) on Sun, 11 Dec 2005 12:44:34 GMT
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karmai wrote on Sat, 10 December 2005 19:32and correcting whoever said it earlier..

nod shooters do 10 damage a headshot, gdi shooters do 25.. Thats a big difference.
he was closer to the mark than you...

Subject: Re: Using free soldiers
Posted by [m1a1_abrams](#) on Sun, 11 Dec 2005 13:39:37 GMT
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Personally I don't agree with all this talk about the player always being better off with a Nod Engineer/Flamethrower/Shotgunner. The range of the automatic rifle is more important than you're making out. The other free Nod troops have short range weapons and it's not always possible to close down the distance. In specific situations (depending on the terrain cover etc.), then of course a different character could do the job better, but that doesn't make the Nod Soldier worthless. Actually I'd say there are more instances where you could make use of the rifle guy than the other three. The heavily contested and generally more important areas of the Renegade maps tend to be dominated by open space, in which case the other free guys are going to be spending more time trying to get in range than hurting anything (particularly vs vehicles).

Btw, I realise that enemy infantry do tend to favour the areas of cover. Obviously short ranged but more powerful weapons are going to shine here, but you are specifically hunting infantry in this instance. My point is that you can take a rifle soldier into the map and do some worthwhile damage to almost anything. When you're dealing with the unknown, rifle soldiers are a better choice out of the free characters.

Subject: Re: Using free soldiers
Posted by [Sniper_De7](#) on Sun, 11 Dec 2005 16:34:35 GMT
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They might be wide open but for the most part you can easily hide from them; whether it be a hill or a wall. The biggest place where you could use a nod soldier against an engee/gren/shotgun where they couldn't reach you would be field. the biggest advantage for using a pistol is that it's instant. So wherever you're aiming (the head, hopefully) you're going to hit. You only need 4 so if you're first behing some cover you can pop out before the guy knows you're there and get 12 (instant) shots that could very well at least take him down to half health (more if he was going in a straight line/whatever else) But still in pretty much all other scenarios the pistol will reach and if it can't; you can easily get behind cover until you can reach him

Subject: Re: Using free soldiers
Posted by [m1a1_abrams](#) on Sun, 11 Dec 2005 17:47:48 GMT
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Yeah, at close range a Nod Soldier will probably lose to something like a Shotgunner 1 on 1 assuming equal skill. I've never disputed that though. What I've been saying is that the rifle soldier on both sides is a good all round character that you can use to assist the team effort at any point in the game, while you're waiting for the credits to buy a tank/high class character. You can run out into the middle of the map and there is always going to be something that you can hurt, whether it's light armoured vehicles or infantry. You can decide which is the more important target and start shooting, because you will usually be in range from the start. You can't do that with a Shotgunner, or an Engineer, or a Flamethrower. All three have the potential to hurt both infantry and vehicles, but require careful use of terrain to get into range.

Basically what I'm saying is that yeah the GDI soldier is better, and yeah the other Nod free characters can also be better given the right circumstances, but the Nod soldier is still a generalist unit that's expendable and free. It's the only one Nod has and just because it doesn't do as much damage as the GDI version, it is still the best choice of free character when you have no particular target or enviroment in mind.

Subject: Re: Using free soldiers
Posted by [danpaul88](#) on Mon, 12 Dec 2005 01:12:08 GMT
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yes, the range of the soldiers rifle is a great advantage, but if your a good shot with a pistol and take a shotgunner you can take an enemy by surprise as they assume you cant hit them at anything but point blank range with a shotgunner.

about 7 times out of 10 I can get an enemy down to half health or less before they even realise I am shooting their head with my pistol, all because they made the assumption that shotgunner = close range only and so stood still for easier aiming

Subject: Re: Using free soldiers

Posted by [Lijitsu](#) on Mon, 12 Dec 2005 02:09:27 GMT

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You must be fighting some real idiots, because whenever I attempt that they act like they normally should.

Subject: Re: Using free soldiers

Posted by [Goztow](#) on Mon, 12 Dec 2005 13:14:33 GMT

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usually pistol > rifle because most maps have points where you can hide / get cover. Also big range spraing = spray and pray most of the time.

Subject: Re: Using free soldiers

Posted by [karmai](#) on Mon, 12 Dec 2005 14:46:38 GMT

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well the reason a shotgunner isn't good is this..

what happens if you get into the other teams base with your shotgunner, you don't have any remote c4.. then you'll be wishing you had an engi... or if it's a base defence map, you'll be wishing you had an engi to either repair your harvester, or destroy theirs.

Subject: Re: Using free soldiers

Posted by [Lijitsu](#) on Tue, 13 Dec 2005 05:25:58 GMT

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No remote C4? Who cares? Normal timed C4 can and will net you some points and Creds, plus it will make them all run to one building.

Subject: Re: Using free soldiers

Posted by [Spoony_old](#) on Tue, 13 Dec 2005 07:14:12 GMT

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it also takes thirty seconds to go off... so unless nobody saw you, good luck with that... remote c4 is instant and you can kill yourself in the process

Subject: Re: Using free soldiers

Posted by [Lijitsu](#) on Tue, 13 Dec 2005 10:52:57 GMT

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Even if they do see you, they're still gonna go and run in. If you decide to stay, you can defend it, or you can go and buy a vehicle or something, which usually you have enough Credits to buy a decent character by the time you get to the enemy base.

Subject: Re: Using free soldiers
Posted by [runewood](#) on Wed, 14 Dec 2005 03:02:41 GMT
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Why does Nod do less then GDI? Shouldnt they, in fairness, do equal?

Subject: Re: Using free soldiers
Posted by [Lijitsu](#) on Wed, 14 Dec 2005 04:12:51 GMT
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GDI is a superpower, they use bullish tactics, whereas Nod is more of a minor superpower, and they use more stealthy tactics.

Subject: Re: Using free soldiers
Posted by [Goztow](#) on Wed, 14 Dec 2005 07:49:16 GMT
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runewood wrote on Tue, 13 December 2005 22:02Why does Nod do less then GDI? Shouldnt they, in fairness, do equal?
During the install it explains that gdi minigunners are well trained and are well armed and the NOD minigunner well, is less good trained and less well armed .

Subject: Re: Using free soldiers
Posted by [m1a1_abrams](#) on Wed, 14 Dec 2005 13:20:18 GMT
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Are you sure? I don't remember that, but even if it's true it still doesn't make sense from a gameplay perspective. Nod gets the shaft in the very early game (until Light and Arties) for no real reason.

Subject: Re: Using free soldiers
Posted by [runewood](#) on Wed, 14 Dec 2005 21:12:54 GMT
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They cost the same, why shoulnt they be equal? Isnt that why GDI has mammy and med and nod has LTank and Stank? Is gdi engi, shot gunner, tech, sniper, sak, mend ect better?

Subject: Re: Using free soldiers
Posted by [mision08](#) on Thu, 15 Dec 2005 01:19:30 GMT
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Also, the nod soldier has a bigger head than the GDI soldier.

Subject: Re: Using free soldiers
Posted by [Goztow](#) on Thu, 15 Dec 2005 10:25:18 GMT
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Face it: even with these differences, the game is balanced.

Subject: Re: Using free soldiers
Posted by [m1a1_abrams](#) on Thu, 15 Dec 2005 11:07:18 GMT
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Hmm, funny you should say that because I don't think the game is balanced. Nothing to do with free soldiers though. I'd say the game is unfairly biased towards Nod on a good proportion of the maps, because Artillery with Tech support owns everything in the game except for the Mammoth Tank (and it's hardly cost effective to have one 1500 credit vehicle for every 450 credit vehicle in the field). As soon as the team starts working together properly, rather than just pissing around in the tunnels, Nod should win. You would think that since GDI has tougher vehicles, they could add their own Hotwires to level the playing field... except they get killed by the Artillery splash damage while they're trying to repair. It doesn't work the same with MRLS, since it's harder to aim when you have to rely on homing missiles instead of a rotating turret... plus the damage is spread through the salvo.

It's funny... superficially GDI is stronger, so they tend to win more often when the servers only have a few people who are actually good. If anyone here played the original Dawn of War, it reminds me of that. New players think the Space Marines are the strongest race, because they are the most newb-friendly with their strong armour and decent firepower... but at the top of the ladder everyone plays Eldar, who on the surface have the weakest units.

Subject: Re: Using free soldiers
Posted by [Goztow](#) on Thu, 15 Dec 2005 13:39:54 GMT
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Unorganised team = GDI advantage. organised team = NOD advantage. Good organised team = GDI advantage.

When the medium tank is used in a good way (as in a team), it will win arties anyway.

Subject: Re: Using free soldiers
Posted by [Sniper_De7](#) on Thu, 15 Dec 2005 15:49:27 GMT
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GDI have a better advantage on pretty much most of the maps. For instance Field is a big GDI map. Not only is it very possible to kill their harv and defend your own since the Nod soldier sucks... You can also grenade for money and be able to at the very least buy a MRLS before they buy an arty / buy a med tank when your own harv comes in.. meaning yes - You can even sometimes get a med tank before Nod can afford one artillery. That's why it's crucial to be able to defend the harv. Even if they did manage the harv - GDI still gets their harv first I believe and will most likely be out in the field.

Anyways.. Under.. City/Fly.. WallsFly.. I don't know exactly for rush maps but i'd guess canyon would probably be up there for GDI and if you're playing against someone who doesn't play complex or know what to do when they're Nod then GDI will easily rape them since they would probably get an apc over on their strip. Really I'd like to see a game where the soldiers were at least equal in shooting. I'd like to see Apaches have equal range compared to an orca. I'd like to see snipers to nill damage to vehicles. I just don't think that'll be happenin' though

Subject: Re: Using free soldiers
Posted by [MrWiggles](#) on Fri, 16 Dec 2005 20:49:39 GMT
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yeah but Nod has the money crate advantage in most cases... but i still agree Field is a gdi map.

Subject: Re: Using free soldiers
Posted by [m1a1_abrams](#) on Fri, 16 Dec 2005 22:59:31 GMT
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GDI has the very early advantage on Field with the better free soldiers and faster Harvester, but if they don't get stuck in their base from the get go, Nod has the advantage IMHO. It also depends upon starting credits. GDI would have much more of an advantage with zero starting credits, since the initial Harvester dump is so much more important... but with around 250 starting like n00bstories has I think, then Nod doesn't need the Harvester for their first Artillery. In an early battle between Artillery and MRLS it's so weighted towards Nod it's not funny. Surviving Artillery + the first Light Tanks vs dead MRLS and the first Med Tanks = Nod takes control of the field and should win, so long as they don't get cocky/bored.

Also, it's much harder for GDI to break out of a Nod controlled field than it is the other way around. Light Tanks can hide behind the little hills, whereas the Nod side of the map is mostly flat ground with no effective cover.

Subject: Re: Using free soldiers
Posted by [karmai](#) on Sat, 17 Dec 2005 16:12:45 GMT

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when games get bigger gdi is better on every map..
think about it..
walls flying
canyon
islands
complex
volcano
field
city flying
under
gdi is better on all of those maps.

Subject: Re: Using free soldiers
Posted by [Spoony_old](#) on Sat, 17 Dec 2005 16:16:43 GMT
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m1a1_abrams wrote on Fri, 16 December 2005 17:59GAlso, it's much harder for GDI to break out of a Nod controlled field than it is the other way around. Light Tanks can hide behind the little hills, whereas the Nod side of the map is mostly flat ground with no effective cover
uh, no it isn't... read my field strat guide on the renegade wiki

Subject: Re: Using free soldiers
Posted by [m1a1_abrams](#) on Sat, 17 Dec 2005 17:15:04 GMT
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OK I read your strategy guide and I have to agree that I was exaggerating when I said "no effective cover". Change it to "little effective cover" and I think the point stands. The hill by the Nod bunker is the only real cover on the Nod side, as in it hinders the enemy from actually scoring a hit. Hiding near the waterfall isn't actually cover, it's just hoping that the enemy won't follow you... which is good tactical sense and all but it's the kind of thing that both sides can do. Basically, Nod have one more hill to hide tanks behind on the enemy side of the map and both teams have one good place to put artillery on their own side of the map. I'd say that gives the cover advantage to Nod. Not to mention the Barn, which Nod can make much better use of.

Subject: Re: Using free soldiers
Posted by [karmai](#) on Sat, 17 Dec 2005 18:33:52 GMT
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um i'll speak from pure 2v2, 3v3 field experience when I say.. if gdi gets good control of the field it can be nearly impossible to get back

Subject: Re: Using free soldiers
Posted by [SuperTech](#) on Sat, 17 Dec 2005 20:51:02 GMT
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I think it's balanced: firepower vs stealth. Being stealth has great advantages: you can repair in the middle of the field and not worry about your tank getting nabbed (unless a sniper headshots you). Nod has a great advantage on none guard tower maps. How many times have you seen the famous Nod flame rush on Hourglass? Works everytime (OK, not really, but it's really close!).

The Nod arty is really nice, but 4 sniper shots and it's toast. If you have a tech or two repairing, though, you are virtually unstoppable.

Subject: Re: Using free soldiers
Posted by [runewood](#) on Sat, 17 Dec 2005 22:29:25 GMT
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Here is my bit, 3 mammals at an AGT, gg nod cant get in.

Subject: Re: Using free soldiers
Posted by [Ma1kel](#) on Sat, 17 Dec 2005 23:50:24 GMT
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3 Flame Tanks at the Hand is the same, what's your point?

Subject: Re: Using free soldiers
Posted by [karmai](#) on Sun, 18 Dec 2005 00:43:36 GMT
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not really, flame tanks are horrible unless you get extremely close

Subject: Re: Using free soldiers
Posted by [Lijitsu](#) on Sun, 18 Dec 2005 05:44:10 GMT
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runewood wrote on Sat, 17 December 2005 17:29 Here is my bit, 3 mammals at an AGT, gg nod cant get in.

That's wrong in certain circumstances. Consider it to be like this: Under, GDI base defenses are down, and so is the Nod Tiberium Refinery. Nod has been pounding GDI's base with Artilleries, but haven't destroyed anything other than the Advanced Guard Tower. GDI takes down one of the Artilleries and the driver. He buys a Stealth Black Hand and a Nuclear Strike Beacon. Two other people swap from Nod Soldiers to Flamethrower Troopers.

They get to the tunnels for GDI, and the Flamethrower Troopers sacrifice themselves on the

mines, and the Stealth Black Hand walks through. He sets the Nuke up at the Weapons Factory and yells in all chat "WF!" Now, since he's on the other team, they aren't likely to listen to him. Unless there's a sniper in the base that isn't a dumbass, and uses his rifle's sound detection ability, then that Weapons Factory is more or less toast. Yeah, they may find it, hell they may even kill the guard, but that doesn't mean that they can disarm it. A good enough defender can defend the Beacon until it's at 5 seconds.

Subject: Re: Using free soldiers
Posted by [danpaul88](#) on Sun, 18 Dec 2005 13:23:11 GMT
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ah, but your assuming theres enough non-n00bs in the server to get a few people to take out the mines for you. More often than not you suggest a strategy and all the n00bs come out with 'omg liek we need buggys to pwn th3ir soliders liek' or something similarly stupid

Subject: Re: Using free soldiers
Posted by [Lijitsu](#) on Sun, 18 Dec 2005 14:10:49 GMT
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Yes, but he's implying that there's no other way into the GDI base and that Mammoth drivers are competant.

Subject: Re: Using free soldiers
Posted by [SCOTT9](#) on Sun, 18 Dec 2005 14:37:56 GMT
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using free soldiers is a good way to get some points in the early stage of a match but once the match has been on for 5mins approx there is only one thing ya can hear RETREAT!!!!!! THEY HAVE MEDS!!!!!!!

Subject: Re: Using free soldiers
Posted by [runewood](#) on Sun, 18 Dec 2005 14:52:47 GMT
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What if AGT isnt down? You cant get in. 1 or 2 hotties and 2-3 mammys and AGT cant die.

Subject: Re: Using free soldiers
Posted by [Sniper_De7](#) on Sun, 18 Dec 2005 14:57:35 GMT
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I think he was pretty much implying that when defences are up and the map was hourglass - both of which you didn't include :\ Aside from that the main thing you need to really worry about is that you have at least 2 guys repairing in the AGT if they did rush with 7 flame tanks. Otherwise its best to have at least 2 vehicles on the hill shooting at them before they actually rush. Making sure as well that tanks on the sides pull back to defend... But yeah it's really too easy to camp on hourglass and that's why not having hill camping is stupid. It actually makes those tanks who just sit at the AGT come up. Likewise if Nod was camping

Subject: Re: Using free soldiers
Posted by [SCOTT9](#) on Sun, 18 Dec 2005 15:00:23 GMT
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imagine this both sides are neckandneck on black cell marathon they still have all thier buildings nod send out 20 soldiers and gdi sent out 20 free gdi soldiers but nod are being sneaky they have a sniper on one of the hills so they battle it out but gdi kill all of nods soldiers and one of them owned the sniper moral gdi have the best soldiers and nod only win with stanks and sbhs

Subject: Re: Using free soldiers
Posted by [Jecht](#) on Sun, 18 Dec 2005 16:28:17 GMT
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Did you know that there exists things called the period and comma?

Subject: Re: Using free soldiers
Posted by [Lijitsu](#) on Sun, 18 Dec 2005 17:32:04 GMT
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gbull wrote on Sun, 18 December 2005 11:28Did you know that there exists things called the period and comma?
Rofl.

Subject: Re: Using free soldiers
Posted by [Spoony_old](#) on Sun, 18 Dec 2005 18:15:18 GMT
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gbull wrote on Sun, 18 December 2005 11:28Did you know that there exists things called the period and comma?
yes, he does... he's on his period and he has brainwave activity like unto that of someone in a coma

Subject: Re: Using free soldiers
Posted by [runewood](#) on Sun, 18 Dec 2005 20:55:06 GMT
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Give him a break, he is like 6.

Subject: Re: Using free soldiers
Posted by [flyingfox](#) on Mon, 19 Dec 2005 02:22:17 GMT
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Quote:Consider it to be like this: Under, GDI base defenses are down, and so is the Nod Tiberium Refinery. Nod has been pounding GDI's base with Artilleries, but haven't destroyed anything other than the Advanced Guard Tower. GDI takes down one of the Artilleries and the driver. He buys a Stealth Black Hand and a Nuclear Strike Beacon. Two other people swap from Nod Soldiers to Flamethrower Troopers.

They get to the tunnels for GDI, and the Flamethrower Troopers sacrifice themselves on the mines, and the Stealth Black Hand walks through.

That's just the backdoor technique, when it comes down to it. If GDI rely on their front line defence for their total base defence it's their loss. If the soldiers not dedicated to repairing buildings or manning the mammoths get themselves to the tunnel and defend it with human intelligence rather than some static mines, Nod'll be really hard-pressed to get in without some sort of organisation and ideas.

Of course, even simply defending the tunnel and main entrance won't necessarily work...what if Nod bring a team of competent players to the tunnel, eliminate whoever is defending it and (your suggestion) get flamethrowers to blow the mines with SBH to proceed, while those that survived killing the tunnel defence distract GDI.

Anything's possible with teamwork, really. It's just that so many of the old-timers refuse to participate in tactics like that, and would rather keep the game at a hopeless chokepoint and let GDI win.

p.s. I agree with the HT guy that posted earlier. The thread starter's post is a 100% accurate long-time player's advice, and it's good advice

Subject: Re: Using free soldiers
Posted by [Jecht](#) on Mon, 19 Dec 2005 06:30:24 GMT
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runewood wrote on Sun, 18 December 2005 14:55 Give him a break, he is like 6.

Even so, I can't read his posts. They give me a headache.

Subject: Re: Using free soldiers

Posted by [SCOTT9](#) on Sat, 24 Dec 2005 13:38:26 GMT

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why is it every post i make ya take the piss out of it

Subject: Re: Using free soldiers

Posted by [Lijitsu](#) on Sat, 24 Dec 2005 13:41:48 GMT

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SCOTT9 wrote on Sat, 24 December 2005 08:38why is it every post i make ya take the piss out of it

Because your IQ is like 6 and you show it in every post.

Subject: Re: Using free soldiers

Posted by [Aprime](#) on Tue, 27 Dec 2005 08:40:55 GMT

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Lijitsu wrote on Sun, 18 December 2005 09:10...that there's no other way into the GDI base and that Mammoth drivers are competant.

<http://dictionary.reference.com/search?q=competant>

Now shut the fuck up.

EDIT:

Lijitsu wrote on Tue, 13 December 2005 00:25No remote C4? Who cares? [4]Normal timed C4 can and will [3]net you some points and [1-2]Credits, plus it will make them all run to one building.

1. How hard is it to write credits rather than creds?
2. You capitalized the first letter of the word when it wasn't necessary.
3. "net you"? What the fuck? Your fingers can't possibly be that big.
4. Your sentence lacks something... I know! An A!

Litjirade wrote:

No remote C4? Who cares? A normal/standard timed C4 can and will get you some points and credits! In addition, it will also make them (the opposite team) run towards one building.

Take care of your own issues before taking care of the issues of others.

Subject: Re: Using free soldiers

Posted by [runewood](#) on Tue, 27 Dec 2005 16:55:09 GMT

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Do we need to start a thread about grammar? Even tho I can't spell and have no care to know how to spell, I have noted that people on the Internet are having typing worse then mine. This is very sad. I should be the lowest quality of typing allowed.

Subject: Re: Using free soldiers
Posted by [Jecht](#) on Wed, 28 Dec 2005 04:09:50 GMT
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I don't ask for perfect grammar as I myself don't demonstrate it, but I only ask for people to try. A failure to apply any punctuation is not trying.
