
Subject: a general strategy post

Posted by [Spoony](#) on Fri, 01 Jun 2007 01:02:46 GMT

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I wrote a few strategy guides a couple years back, and they basically hinged around one all-important principle. It's obvious to any good RTS player, but apparently way beyond most public-server players I seem to encounter in Renegade.

The enemy will have weapons, tanks and such. Disable them before you attack their base.

For example, City Flying. In a public server, you can be sure that 85% of the time Nod players will want to stank rush. The reason for this is they don't think far ahead. Imagine, if you will, that Renegade is a game of chess. Stank rushers are only thinking in terms of the immediate move - what piece they can capture (i.e. what building they can destroy). If the rush doesn't kill a building, it's basically an utter failure and you're back to square one - the players just try another rush.

What's more, chances are you're actually somewhere below square one since GDI will have been able to operate unchallenged in the field. (This is thanks to the fact stanks don't hold the field and clear it of enemies, they AVOID enemies)

A better chess player will think about the repercussions of that move several moves hence. e.g. what if the stank rush fails? what is GDI doing right now? how likely is it they'll stop us?

A far better strategy is the light tank+sakuras+1 apache strat. This takes into account the fact that you want to be foiling GDI's plans, not simply avoiding them as stank rushers want to do. GDI will have meds and whatnot on the field, if they are wise. If the stank rush fails, by that time the meds will lock the Nod base down and having no tanks, you'll have an uphill struggle from that point on. The light tank/sakura/apache strat is based on killing GDI's weapons first, before you think about taking a building out. The only counter to lights+sakuras+apache is for GDI to do exactly the counterpart: meds+havocs+an orca, and do it better. If GDI gets anything other than meds+havocs+one orca, you'll chew them up and spit them out. They certainly won't rush past you either.

Have better snipers than your opponent. Why? Once you take out the havocs, their Orca can't match your Apache and hope to win. Once the Orca is denied free movement, your Apache can help your lights take on the meds, and the meds will drop like flies. (When it comes to a mass tankfight such as this scenario, once one team starts losing they'll keep losing. So, don't be the team who starts losing - make sure you're co-ordinated, make sure you call your targets and focus fire all on the same tank at once, etc)

Once that's done, GDI will have very little in the way of firepower and very little in the way of money.

Then you start killing buildings. because at that point, they can't do much to stop you.

Like I said, most public-server players don't get this, but it is hands-down the top level of Renegade strategy. Many players misunderstand this. They see a player like myself use an artillery, they shout "pointwhore". What they don't realise is I'm not going for points. I'm aiming to take out GDI tanks and expensive infantry so my team is more likely to get basekill. A rush is far more likely to succeed if you take out their tanks first, it's a plain fact.

And even if the rushes fail and we don't get basekill, we'll win on points - that's the backup plan and it's being achieved in the process of trying to make plan A work.

That was probably unappealingly long-winded, but once you understand this principle and apply it to Renegade, you will win more games.

In a nutshell, the difference is this:

stank rush: "let's destroy a building"

lights+sakuras+apache strat: "let's create a situation where they can't stop us destroying a building"

The difference is subtle but vital.

Subject: Re: a general strategy post

Posted by [IR4p3dy0u](#) **on** Fri, 01 Jun 2007 03:33:08 GMT

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Hope you dont me adding something to this.

This also goes into effect on non-base defense maps, Complex for example. GDI rushes with 2 apcs, which can take down an arty, plus control the strip, public server players tend to yell kill whore, but thats not the case, its a simple strategy of controlling the opposing team.

Subject: Re: a general strategy post

Posted by [FrAM](#) **on** Fri, 01 Jun 2007 05:03:03 GMT

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however on complex you have to be aware of sbh rush

Subject: Re: a general strategy post

Posted by [Spoony](#) **on** Fri, 01 Jun 2007 05:39:57 GMT

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you really don't.

Subject: Re: a general strategy post

Posted by [puddle_splasher](#) **on** Fri, 01 Jun 2007 12:08:20 GMT

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MaidenTy1 wrote on Thu, 31 May 2007 20:02Like I said, most public-server players don't get this.

Very true, especially in the 40+ servers. Most players want to do their own thing, regardless of what happens to other players, buildings, tanks or soldiers.

Your strategy will prove successful in a small clan war, that is almost guaranteed.

Subject: Re: a general strategy post

Posted by [Crusader](#) on Fri, 01 Jun 2007 13:30:09 GMT

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I cannot agree more with Maiden's post. It is absolutely frustrating to see people in the public servers without even the basic skills. The most depressing thing is, there are so many of them that they compromise the strategy of the good players.

It proves that there are so many people who have recently bought Renegade or they have not spent much time playing it.

To me for example, the thing that makes me angry is this: people doing something in-game that they are not really good at. Why buy a Med tank when you don't even know how to drive backwards? Why buy a tank when you don't understand the concept of splash damage? But yet, they insist on doing what they want and in the end manage to compromise the overall team strategy.

Take for example the stank. As you said, the average stank driver's only concern is a rush...it depresses me to see that is all they can understand. The stank is a great weapon but it has its limitations. But if the field was to be controlled, stanks can be used effectively to kill every enemy vehicle.

Years of playing Renegade without missing a day have taught me many things. there are simple concepts that most stank drivers don't understand:

> The element of surprise: they are invisible...so why not use that to your advantage and get behind that Med or Mammoth tank and then attack it? Yet, they insist on attacking the Med head on and get killed.

There were times when I could only wish I had a like-minded stank driver with me in a two-man team...using surprise and speed to control the field but I can only wish.

But this strategy, as Puddle says, will definitely work in clans. But in public servers? Nope...unless there are enough skilled players.

Subject: Re: a general strategy post

Posted by [npadul30](#) on Fri, 01 Jun 2007 14:13:37 GMT

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Well if you told your team your plans, I am sure that someone would follow them, I know I would. But only if they made sense.

Subject: Re: a general strategy post

Posted by [puddle_splasher](#) on Fri, 01 Jun 2007 14:54:07 GMT

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npadul30 wrote on Fri, 01 June 2007 09:13 Well if you told your team your plans, I am sure that someone would follow them, I know I would. But only if they made sense.

Why the need for sarcasm? The only time a plan truly works is if you are well known to your team-mates or you are on TS.

Getting someONE is of very little use in a Stank. Getting 4-6 of you in a public server will take out almost any building, particularly the BAR (no more Havocs, Moby or Sydneys), especially if you are all skilled and hitting only the building, after remaining invisible.

However as that is most of the vehicle limit, then it happens on very few occasions.

Subject: Re: a general strategy post

Posted by [sadukar09](#) on Fri, 01 Jun 2007 19:32:29 GMT

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IronBalls wrote on Fri, 01 June 2007 08:30 I cannot agree more with Maiden's post. It is absolutely frustrating to see people in the public servers without even the basic skills. The most depressing thing is, there are so many of them that they compromise the strategy of the good players.

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meds really dont matter if u drive backwards or frontwards...its like 5mm shorter...plus u turn slower. but lights are another story...

Subject: Re: a general strategy post

Posted by [puddle_splasher](#) **on** Fri, 01 Jun 2007 21:35:13 GMT

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EKT-Sadukar wrote on Fri, 01 June 2007 14:32meds really dont matter if u drive backwards or frontwards...its like 5mm shorter...plus u turn slower. but lights are another story...

You do understand what he means or are you needing his sentiments clarified?

Subject: Re: a general strategy post

Posted by [sadukar09](#) **on** Fri, 01 Jun 2007 23:28:00 GMT

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generally yes

Subject: Re: a general strategy post

Posted by [npadul30](#) **on** Mon, 04 Jun 2007 14:50:45 GMT

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Actually, I would follow team coordination, someone asked a gunner rush and it worked just fine on those 40 people servers. That is just the team work I am talking about!!

Subject: Re: a general strategy post

Posted by [npadul30](#) on Tue, 05 Jun 2007 13:45:29 GMT

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Actually, in C&C_BunkersTS yesterday I was an enggineer in an stealth tank and I took out 8 med tanks and the GDI AGT without help, and no GDI was not a bunch a noob's.

Subject: Re: a general strategy post

Posted by [futura83](#) on Tue, 05 Jun 2007 13:49:42 GMT

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npadul30 wrote on Tue, 05 June 2007 14:45Actually, in C&C_BunkersTS yesterday I was an enggineer in an stealth tank and I took out 8 med tanks and the GDI AGT without help, and no GDI was not a bunch a noob's.

if they weren't n00bs then you must have been hacking...

Subject: Re: a general strategy post

Posted by [Spoony](#) on Tue, 05 Jun 2007 15:16:36 GMT

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npadul30 wrote on Tue, 05 June 2007 08:45Actually, in C&C_BunkersTS yesterday I was an enggineer in an stealth tank and I took out 8 med tanks and the GDI AGT without help, and no GDI was not a bunch a noob's.

yes, they were.

Subject: Re: a general strategy post

Posted by [npadul30](#) on Tue, 05 Jun 2007 19:27:16 GMT

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WHAT?????I was not, I have no clue even how to hack!!! They were noob's but they also were being stupid. I just simply took them out and they slow so I was taking my time taking out the AGT.

File Attachments

1) [gdi.jpg](#), downloaded 745 times



Subject: Re: a general strategy post

Posted by [futura83](#) on Tue, 05 Jun 2007 19:35:08 GMT

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npadul30 wrote on Tue, 05 June 2007 20:27WHAT?????I was not, I have no clue even how to hack!!! They were noob's but they also were being stupid. I just simply took them out and they slow so I was taking my time taking out the AGT.

My point wasnt that you were hacking.

My point was that they must have been n00bs for:

A: not killing you

B: not repairing the AGT

if they did try to do this and fail, they are n00bs.

If they tried this and were pros, yet you were still successful, you'd have been hacking.

do you get me?

Subject: Re: a general strategy post

Posted by [sadukar09](#) on Tue, 05 Jun 2007 19:52:57 GMT

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isnt bunkersTS only have guard towers?

Subject: Re: a general strategy post

Posted by [Tunaman](#) on Tue, 05 Jun 2007 22:43:42 GMT

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BunkersTS doesn't even have an AGT lol!

Subject: Re: a general strategy post

Posted by [sadukar09](#) on Tue, 05 Jun 2007 23:26:08 GMT

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Ralphzehunter wrote on Tue, 05 June 2007 17:43BunkersTS doesn't even have an AGT lol!
thats what i just said!

Subject: Re: a general strategy post

Posted by [Tunaman](#) on Tue, 05 Jun 2007 23:26:53 GMT

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EKT-Sadukar wrote on Tue, 05 June 2007 19:26Ralphzehunter wrote on Tue, 05 June 2007

17:43BunkersTS doesn't even have an AGT lol!

thats what i just said!

You asked a question, I stated a fact.

Subject: Re: a general strategy post

Posted by [npadul30](#) on Wed, 06 Jun 2007 16:17:40 GMT

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Well, they did shoot at me but I repaired myself. And I am talking about the map that is Skirmish00, it was redone to be a C&C_ map I guess. They did try to repair the AGT execpt it was one enggy. and they were doing a lame job.

Subject: Re: a general strategy post

Posted by [sadukar09](#) on Wed, 06 Jun 2007 20:59:33 GMT

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its called Under....
