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Subject: Covert Ops

Posted by [Anonymous](#) on Mon, 11 Feb 2002 14:54:00 GMT

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I need suggestions to get some good covert strategies!!P.S. I will prolley hang out here mostly now.

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Subject: Covert Ops

Posted by [Anonymous](#) on Mon, 11 Feb 2002 15:05:00 GMT

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And it begins, now the Renegade boards will be segregated like the RA2 ones. The RA2 people rarely venture into the YR part.

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Subject: Covert Ops

Posted by [Anonymous](#) on Mon, 11 Feb 2002 15:09:00 GMT

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Walk quietly and carry a big stick

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Subject: Covert Ops

Posted by [Anonymous](#) on Mon, 11 Feb 2002 15:17:00 GMT

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quote:Originally posted by GDSlavik:And it begins, now the Renegade boards will be segregated like the RA2 ones. The RA2 people rarely venture into the YR part.What does this have to do with The topic at hand? Please keep off topic discussions in the General discussion forum.BTW, nodguy, remember, No posting any BC/GA strats/tactics.

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Subject: Covert Ops

Posted by [Anonymous](#) on Mon, 11 Feb 2002 16:18:00 GMT

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Covert Strategies ? Well, first of all if you're Nod you can try to nuke using a stealth trooper. Of course if defenses are up you may want to reconsider since the AGT can kill you almost instantly, so you either need a distraction or a map with no base defenses (or some team mates to destroy the AGT/PP for you). Well, lets cut to the chase. Wait until you get at least 1400 credits. Buy yourself a beacon (1000) and upgrade to a Black Hand Stealth Trooper (400). This is the easy part.The difficult part begins now since you need to infiltrate the enemy base. First thing to remember is use shortcuts and/or tunnels and move when you absolutely have to in order not to draw any attention. You may be invisible but units such as Sydney or Patch may still detect you and try to take you out. If you notice that some entrances are mined, don't bother going through

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the mines, you'll just die and throw away 1400 credits for nothing. Try to find another way into the base, time your actions, if the base is occupied with a lot of troops wait until they get out or do something else, then go for it. When in the base, be quick. Try to move near the walls and stay clear of the enemy. Pick a building (WF and PP make perfect targets since you'll hurt the enemy a lot if you take those out) and place the nuke in a spot that will make it hard for them to defuse it and will also give you the space to defend it. Place your c4 charge near the beacon so that if they get too close trying to defuse it, the c4 will get them instead. Defend the beacon. If all goes well, the explosion will destroy the building, their defensive/offensive capability will be crippled and you'll get a lot of points

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Subject: Covert Ops

Posted by [Anonymous](#) on Mon, 11 Feb 2002 20:03:00 GMT

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engees tend to be successful... i might add

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Subject: Covert Ops

Posted by [Anonymous](#) on Wed, 13 Feb 2002 15:12:00 GMT

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Black hand Hitmen : get a friend, or you can do this by yourself. buy black hand then sneak up behind enemy vehicles, or snipers and toss the timed c4 onto a vehicle or person, then in 30 seconds boom! if your by yourself, their MRLS or HUMVEE will blow up and then you shoot them, if tank or above, they might get out to repair it then you shoot them and steal it! HAHA

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Subject: Covert Ops

Posted by [Anonymous](#) on Wed, 13 Feb 2002 19:41:00 GMT

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I really wish there was a knife in this game

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Subject: Covert Ops

Posted by [Anonymous](#) on Wed, 13 Feb 2002 22:06:00 GMT

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On the part about shooting them and stealing it, I just run them over with their own tank.

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Subject: Covert Ops

Posted by [Anonymous](#) on Mon, 27 May 2002 19:14:00 GMT

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bump!

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Subject: Covert Ops

Posted by [Anonymous](#) on Tue, 28 May 2002 13:53:00 GMT

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Here's a few good sneaky tactics:STEALTH TROOPERS- There are many strategies for these little pains in the asses, and most of them are described above. Another good tactic with these is on a map with no defenses, get three stealth troopers and run up to a building's MCT before the enemy has the time or credits to plant proximity mines. Deposit your C4 and defend it if any engineer comes in to ruin your parade. Also good would be if you happen to be lucky enough to find a spawned sniper rifle. They're pretty hard to find as stealth snipers.HIDING SPOTS- If you're planting a beacon or rushing a MCT and you've managed to make it into the enemy base, there are a few good places to hide. Definately a good one would be a destroyed building. They are seldomly entered unless someone respawns. They're also good for cover.ATTACK TIMES- A great time to attack with stealth would be while the enemy is attacking your base. They don't really have much on defense, and it's a great time to strike.TUNNEL ENTRANCES- Whenever you're going to enter a base with defenses through the tunnels, try to seek cover by crouching near rocks. You can then run to the next rock and try again. If you're lucky, you can make it to the desired building, although it has to be pretty close to you. Another good thing to do is to just repeat this tactic and keep putting timed C4 on the wall of a close building as a cheap character. It won't do much but give you points, be that's a good thing, right? The obelisk is easy to dodge if you're infantry also, because you can just jump like crazy to avoid its beam.I have a few more, but maybe I'll post them later.

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Subject: Covert Ops

Posted by [Anonymous](#) on Wed, 29 May 2002 00:08:00 GMT

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quote:Originally posted by ThunderChicken:bump!Man, you are a terrible person.

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