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Subject: original c&c tactics

Posted by [Anonymous](#) on Sat, 23 Feb 2002 20:09:00 GMT

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Original c&c tactics work amazingly well in renegade. For example:1: In c&c, why is it that tanks are so innefctive against soldiers? Because they lie prone. The next best thing is to crouch behind some cover. It WORKS. A rocket soldier with a bit of cover can be a major thorn in the side of even a mammoth tank.2: How many times do you send out a single soldier, running around in the open, against three med tanks and two MLRSs? How about sending out just one soldier to send out to attack the enemy base in general? It doesn't work in c&c, and it only works in Renegade when your opponent is doing the same thing. Stick together. Even if you only pair up by waiting at the front of your base for another teammate to follow, your combined offensive power is MUCH better.3: Following on from 2, use the right tools for the job. If you are working with rocket infantry against tanks, give them some cover from infantry as a machinegunner or something. If you're going to snipe, snipe where your infantry are scrapping with enemy infantry (as opposed to where only you will be able to hit them).4: When your base is under fire from tanks in c&c, what's the first thing you do? You begin repairs, and start getting some rocket soldiers or tanks or other AT hardware in the field, of course. Not even the stupidest commander would start cranking out minigunners. The translation into Renegade is to start repairing the buildings (AT THE MCT, DAMIT) and producing hardware which can remove the threat. If you need the money to buy a rocket launcher, you can easily get it by repairing a building for a bit.5: Do you EVER trust your entire base to a single AGT or Obelisk? Of course not! At the very least you need someone to repair the building.I realise not everyone who's playing the Renegade demo now is a c&c vet (which is a real shame ) but for those of you who are, the lessons you've already learned will serve you well.[ February 23, 2002: Message edited by: SoulSkorpion ][ February 23, 2002: Message edited by: SoulSkorpion ]

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Subject: original c&c tactics

Posted by [Anonymous](#) on Sat, 23 Feb 2002 21:42:00 GMT

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WELL SAID!!!! I dont know why people cant understand what your talking about... Every time I try to tell that kind of stuff to people in the game, they just tell me to go to hell, or they call me an @\$smonkey

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Subject: original c&c tactics

Posted by [Anonymous](#) on Sat, 23 Feb 2002 23:24:00 GMT

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yay! i agree

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Subject: original c&c tactics

Posted by [Anonymous](#) on Sun, 24 Feb 2002 10:09:00 GMT

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Excellent post! I agree, people tend to just run off rambo-style, and when they die quickly, just do it again and not learn from their mistake. I hope that when people actually buy this game and play through the SP missions they'll have a better grasp of the strategies needed to win. Of course, this (no team-work) is a problem with online gaming in general, very seldom do people try and move in squads in public servers. Hopefully this won't be the case in Renegade, but if it is I think I'm going to need to find a clan to play this the way it was meant to be played.

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Subject: original c&c tactics

Posted by [Anonymous](#) on Sun, 24 Feb 2002 10:13:00 GMT

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Must I remind people that Rambo is all rehearsed?

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Subject: original c&c tactics

Posted by [Anonymous](#) on Sun, 24 Feb 2002 10:20:00 GMT

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This post should be published in the newspaper. Maybe you guys could award points for team work? I really need a clan to play this game properly. [ February 24, 2002: Message edited by: PreStyler ] [ February 24, 2002: Message edited by: PreStyler ]

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Subject: original c&c tactics

Posted by [Anonymous](#) on Sun, 24 Feb 2002 16:14:00 GMT

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quote:Originally posted by SoulSkorpion:Original c&c tactics work amazingly well in renegade. For example:1: In c&c, why is it that tanks are so ineffective against soldiers? Because they lie prone. The next best thing is to crouch behind some cover. It WORKS. A rocket soldier with a bit of cover can be a major thorn in the side of even a mammoth tank. are you sure, I've seen them killed2: How many times do you send out a single soldier, running around in the open, against three med tanks and two MLRSs? How about sending out just one soldier to send out to attack the enemy base in general? It doesn't work in c&c, and it only works in Renegade when your opponent is doing the same thing. Stick together. Even if you only pair up by waiting at the front of your base for another teammate to follow, your combined offensive power is MUCH better. Agreed3: Following on from 2, use the right tools for the job. If you are working with rocket infantry against tanks, give them some cover from infantry as a machinegunner or something. If you're going to snipe, snipe where your infantry are scrapping with enemy infantry (as opposed to where only you will be able to hit them). agreed, attack that of which your weapons going to show the most effect, I believe snipers should take out enemy snipers first, since they can be the biggest infantry threat4: When your base is under fire from tanks in c&c, what's the first thing you do? You begin repairs, and start getting some rocket soldiers or tanks or other AT hardware in the field, of course. Not even the stupidest commander would start cranking out minigunners. The translation into

Renegade is to start repairing the buildings (AT THE MCT, DAMIT) and producing hardware which can remove the threat. If you need the money to buy a rocket launcher, you can easily get it by repairing a building for a bit. is there a problem with creating minigunners? I build what I need at the time, but usually I had enough defense that nothing they sent could get through (except for the airstrikes, which it took like 6 to 7 sams to actually show some sort of effectiveness)5: Do you EVER trust your entire base to a single AGT or Obelisk? Of course not! At the very least you need someone to repair the building. I see only minor exceptions, like clan matches I realise not everyone who's playing the Renegade demo now is a c&c vet (which is a real shame ) but for those of you who are, the lessons you've already learned will serve you well. from all that I've heard, information is really helpful even if you haven't played (I've not played enough, but I know the basics and advanced technics already!)

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Subject: original c&c tactics  
Posted by [Anonymous](#) on Sun, 24 Feb 2002 16:29:00 GMT  
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Also things like one main assault and engineers going in from behind works the same way, distraction

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Subject: original c&c tactics  
Posted by [Anonymous](#) on Sun, 24 Feb 2002 16:54:00 GMT  
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Eihehahaha! RA2/YR vet!

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Subject: original c&c tactics  
Posted by [Anonymous](#) on Sun, 24 Feb 2002 18:35:00 GMT  
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I am a CnC vet and when my base defense, war factory, and tiberium refinery is down and I can't rebuild, I don't send all my forces out to try and assault the enemy. My team decided to do this in a game I was in today. I was one of the few if not only people who actually stayed inside and defended. I took out multiple people who had nuke beacons, c4 and other base destroying tools trying to get into the power plant and barracks. In that game I got 37 kills most of them was during that time period. CnC tactics work extremely well in this game which is kinda odd for a FPS if you think about it. At times I do wonder how many cnc vets play this game, cause some of the things I've seen people do doesn't seem like it. Although the overwhelming of targets is present.

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Subject: original c&c tactics  
Posted by [Anonymous](#) on Sun, 24 Feb 2002 18:36:00 GMT  
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I am a CnC vet and when my base defense, war factory, and tiberium refinery is down and I can't rebuild, I don't send all my forces out to try and assault the enemy. My team decided to do this in a game I was in today. I was one of the few if not only people who actually stayed inside and defended. I took out multiple people who had nuke beacons, c4 and other base destroying tools trying to get into the power plant and barracks. In that game I got 37 kills most of them was during that time period. CnC tactics work extremely well in this game which is kinda odd for a FPS if you think about it. At times I do wonder how many cnc vets play this game, cause some of the things I've seen people do doesn't seem like it. Although the overwhelming of targets is present.

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Subject: original c&c tactics

Posted by [Anonymous](#) on Mon, 25 Feb 2002 05:47:00 GMT

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This is exactly why I have already joined a clan. Those wonderful moments when ppl actually join forces are so rare but very powerful. I want more of that. But I have to disagree with you about infantry hiding behind rocks. If I see someone standing still they soon regret that. The aim in Renegade is very accurate trust it. When it goes red press fire! Why infantry is so hard to get with a tank is because they are so tiny and move so fast it's almost impossible to time them so you must shoot the ground instead and since it's AP rounds it won't do much damage. If there was some HE rounds it would be great against infantry.

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Subject: original c&c tactics

Posted by [Anonymous](#) on Mon, 25 Feb 2002 10:10:00 GMT

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quote: (AT THE MCT, DAMIT) Yeah is that so hard to understand!!! read the instructions at the back of the box, use with doctors' prescription, may not apply to children under the age or (IQ) of 3.

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Subject: original c&c tactics

Posted by [Anonymous](#) on Tue, 26 Feb 2002 04:26:00 GMT

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quote:Originally posted by generalfox:is there a problem with creating minigunners? I build what I need at the time, but usually I had enough defense that nothing they sent could get through (except for the airstrikes, which it took like 6 to 7 sams to actually show some sort of effectiveness)no, there's no problem with creating minigunners. If your base is NOT under fire from flame tanks, light tanks, stealth tanks and mobile artillery. Take the point in context

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