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Subject: Online Strategy Discussion Topic For MapName\_C&C=Hourglass.mix (Nod)

Posted by [JoeBro](#) on Mon, 14 Jul 2008 21:23:03 GMT

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MapName\_C&C=Hourglass.mix (Nod):

Nod. A threat to all those who oppose, the Nod overpowers GDI in many ways: 1. Machinery are built for stealth and speed. Use this to your advantage. By a few buggies, gather up a few friendlies, and storm the enemy defenses (remember, the AGT can only attack so many vehicles at once. A few are bound to make it to a building [to blow it up from the inside]). Get a lot of allies to buy Light Tanks (for defending artillery), Mobile artillery (to attack enemy structures), and Flame Tanks (for killing those pesky infantry). Bring all firepower to the top of the hill at the same time. Use the vehicles for the purposes mentioned above and you got a massive GDI-killing machine! Anyway, as for stealth, buy Black Hands (especially the invisible one), and sneak through the tunnels, kill the enemy infantry, and you got in all-access pass to the map! Whoohoo!!! This can be very effective because you can kill retreating GDI units or special attack forces waiting to ambush your allies. As for other infantry strategies, refer to my discussion topic called "Online Strategy Discussion Topic For MapName\_C&C=Hourglass.mix (GDI)." Thanks for reading !

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Subject: Re: Online Strategy Discussion Topic For MapName\_C&C=Hourglass.mix (Nod)

Posted by [TD](#) on Mon, 14 Jul 2008 21:24:29 GMT

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wat

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Subject: Re: Online Strategy Discussion Topic For MapName\_C&C=Hourglass.mix (Nod)

Posted by [mrÃ£Ã§Ä-z](#) on Mon, 14 Jul 2008 21:34:42 GMT

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OK

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Subject: Re: Online Strategy Discussion Topic For MapName\_C&C=Hourglass.mix (Nod)

Posted by [Carrierll](#) on Mon, 14 Jul 2008 21:37:51 GMT

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I spy some rather interestingly typed spam. Instead of the normal spelling errors, it's just weirdly presented.

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Subject: Re: Online Strategy Discussion Topic For MapName\_C&C=Hourglass.mix (Nod)

Posted by [Lone0001](#) on Mon, 14 Jul 2008 21:41:21 GMT

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JoeBro wrote on Mon, 14 July 2008 17:23MapName\_C&C=Hourglass.mix (Nod):

Nod. A threat to all those who oppose, the Nod overpowers GDI in many ways: 1. Machinery are built for stealth and speed. Use this to your advantage. By a few buggies, gather up a few friendlies, and storm the enemy defenses (remember, the AGT can only attack so many vehicles at once. A few are bound to make it to a building [to blow it up from the inside]). Get a lot of allies to buy Light Tanks (for defending artillery), Mobile artillery (to attack enemy structures), and Flame Tanks (for killing those pesky infantry). Bring all firepower to the top of the hill at the same time. Use the vehicles for the purposes mentioned above and you got a massive GDI-killing machine! Anyway, as for stealth, buy Black Hands (especially the invisible one), and sneak through the tunnels, kill the enemy infantry, and you got in all-access pass to the map! Whoohoo!!! This can be very effective because you can kill retreating GDI units or special attack forces waiting to ambush your allies. As for other infantry strategies, refer to my discussion topic called "Online Strategy Discussion Topic For MapName\_C&C=Hourglass.mix (GDI)." Thanks for reading

What if GDI were to buy some mammoth tanks? And what if there is a "No Hill Camping With Vehicles" rule?

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Subject: Re: Online Strategy Discussion Topic For MapName\_C&C=Hourglass.mix (Nod)

Posted by [u6795](#) on Mon, 14 Jul 2008 21:43:24 GMT

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Why won't this guy realize he's like 6-7 years late?

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Subject: Re: Online Strategy Discussion Topic For MapName\_C&C=Hourglass.mix (Nod)

Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 14 Jul 2008 22:12:18 GMT

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u6795 wrote on Mon, 14 July 2008 17:43Why won't this guy realize he's like 6-7 years late?

Because he's probably not even 6-7 years old.

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Subject: Re: Online Strategy Discussion Topic For MapName\_C&C=Hourglass.mix (Nod)

Posted by [KobraOps](#) on Tue, 15 Jul 2008 00:56:37 GMT

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Tell us more oh wise JoeBro

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Subject: Re: Online Strategy Discussion Topic For MapName\_C&C=Hourglass.mix (Nod)

Posted by [TD](#) on Tue, 15 Jul 2008 06:05:38 GMT

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Tell us more how \*cheat name removed\*improves your aim 200% oh wise KobraOps!

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Subject: Re: Online Strategy Discussion Topic For MapName\_C&C=Hourglass.mix (Nod)

Posted by [JoeBro](#) on Tue, 15 Jul 2008 12:45:01 GMT

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it ain't spam

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Subject: Re: Online Strategy Discussion Topic For MapName\_C&C=Hourglass.mix (Nod)

Posted by [JoeBro](#) on Tue, 15 Jul 2008 12:45:48 GMT

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you have the weirdest replies

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Subject: Re: Online Strategy Discussion Topic For MapName\_C&C=Hourglass.mix (Nod)

Posted by [JoeBro](#) on Tue, 15 Jul 2008 12:50:13 GMT

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I never heard of the "No Hill Camping Rule", but the top of the hill is a great advantage point. Just don't get too close to the enemy defenses. As for the enemy mammoth tanks, the best counterattack is stealth tanks and rocket-launcher infantry. Bye!

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Subject: Re: Online Strategy Discussion Topic For MapName\_C&C=Hourglass.mix (Nod)

Posted by [JoeBro](#) on Tue, 15 Jul 2008 12:51:48 GMT

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I'm sorry. I just started playing Renegade "online." Besides, people need this information. Bye!

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Subject: Re: Online Strategy Discussion Topic For MapName\_C&C=Hourglass.mix (Nod)

Posted by [JoeBro](#) on Tue, 15 Jul 2008 12:53:01 GMT

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you're right. I'm 13!

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Subject: Re: Online Strategy Discussion Topic For MapName\_C&C=Hourglass.mix (Nod)

Posted by [Carrierll](#) on Tue, 15 Jul 2008 13:26:47 GMT

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People have been playing Renegade "online" for over 5 years. Try reading the strategy posts in this forum, and the guides at ReneWiki before posting any further information.

Have fun reading and using the strategies!

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Subject: Re: Online Strategy Discussion Topic For MapName\_C&C=Hourglass.mix (Nod)

Posted by [sadukar09](#) on Tue, 15 Jul 2008 17:33:29 GMT

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I detect WHOREQUEER incarnation.

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Subject: Re: Online Strategy Discussion Topic For MapName\_C&C=Hourglass.mix (Nod)

Posted by [KobraOps](#) on Tue, 15 Jul 2008 18:15:47 GMT

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TD wrote on Tue, 15 July 2008 01:05Tell us more how \*cheat name removed\*improves your aim 200% oh wise KobraOps!

Oh New2Ren

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Subject: Re: Online Strategy Discussion Topic For MapName\_C&C=Hourglass.mix (Nod)

Posted by [TD](#) on Wed, 16 Jul 2008 17:01:53 GMT

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Oh Spudnor

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Subject: Re: Online Strategy Discussion Topic For MapName\_C&C=Hourglass.mix (Nod)

Posted by [KobraOps](#) on Thu, 17 Jul 2008 22:49:38 GMT

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TD wrote on Wed, 16 July 2008 12:01Oh Spudnor

Real good tactic dont repair in the field you might recieve a head shot

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Subject: Re: Online Strategy Discussion Topic For MapName\_C&C=Hourglass.mix (Nod)

Posted by [Herr Surth](#) on Thu, 17 Jul 2008 22:53:17 GMT

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ESPECIALLY IF ENEMY USES VELOCITY HAX

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