Subject: best defensive strategies
Posted by Anonymous on Wed, 20 Mar 2002 05:17:00 GMT
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i've seen many threads on how to attack a base and win single handed(ie stealth run with beacon..plant beacon..gamer over man, game over!)i usually play defensive and would like to hear from good players what are some of the defensive tactics they use. i was in a game last night and noticed the mvp was on our side and playing defense(at least when i saw him). it was on a map with no building defenses which usually favors nod and stealth runs, but we won, despite many flame tank and stealth rushes. i scored ok, but nowhere near the top. come on good players, give us average or below average players that want to help some good tips on base defense!

Subject: best defensive strategies
Posted by Anonymous on Wed, 20 Mar 2002 05:28:00 GMT
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I like to play all over. I usually join in the initial soldier rush to try and kill as many people as possible. Then I'll buy myself a tank and hide in our base somewhere and defend.

Subject: best defensive strategies
Posted by Anonymous on Wed, 20 Mar 2002 05:48:00 GMT
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play as technition...   put yourself in a position to be close enough to any thing taking damage and get tehre after the intruder is dead w/ ur repair gun

Subject: best defensive strategies
Posted by Anonymous on Wed, 20 Mar 2002 06:22:00 GMT
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well it looks like most people that play (except the people on the forums)dont know that mines and remote c4 go together for the total count of 30 .I was in one game we where winning by points nod only had tiberuim ref and hand left all we had was are barracks and we still where holding them back.Then some idiot plants like 10 remote c4s inside the barracks .I was out side planting mines around barracks to slow down stealth guys laying down nikes was working very well we where in the lead by 800 points(by the way this server has timelimit 4hours)then he starts laying the remote c4 inside the barracks i mean come on you dont need 10 of them 2 to 3 will kill any character so by the end of it (after some screaming from me to tell him to stop but dosent listen just keeps flaming me)a stealth walks in and lays a nuke and we still almost had it.just one of the things i hate about people who dont even try to play as teamand if funny how many people out there dont even know theres a forum foe this gameand another note why does the demo have links to there renegade site(when installed)and the full version doesnt seems a bit strange to me   and this is my first post so another note i have played online games all the time and guys mplain about

bugs well ww didnt do that bad of a job (for there first fps)i mean tribes 2 was very buggy at first but the difference is they kept the community going with lots of news updates(i mean come on ww news in the game is still the same thing.update it make at least and effort to show that your commited to this game and its players and we should not have to wait for the aircraft patch to fix some of the bugs put out a small patch to fix the small stuffjust my 2cents worth by the way game does rock even with its probs

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Subject: best defensive strategies
Posted by Anonymous on Wed, 20 Mar 2002 06:23:00 GMT
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Mine the AGT and the back entrances of the important buildings. Then either buy a tank and assist the AGT to prevent flamerushes/APC rushes, or buy a buggy/hummer so you can get around the base quickly and repair (and run over any pesky infiltrators).

Subject: best defensive strategies
Posted by Anonymous on Wed, 20 Mar 2002 06:29:00 GMT
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ohhh and also when laying mines in doorways put them on the sides at head level and one in the middle on the floor.The ones at head level do alot more damage so you only need a couple of mines for each door leaving more for other things

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Subject: best defensive strategies
Posted by Anonymous on Wed, 20 Mar 2002 07:01:00 GMT
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To get a lot of points, Try the hotwire/tech. If there's a lot of them, be mobius! theses guys are strong! (very strong!) and you dont have to fear snipers since you are defence. Also, they spot cloaking from a greater range than other infantry. Their volt rifle is devastating, tanks or infantry!

Subject: best defensive strategies
Posted by Anonymous on Wed, 20 Mar 2002 07:29:00 GMT
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Yes.. hate it when the n00bs put like 10 mines at each door and dont know what happens with the old mines

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Subject: best defensive strategies
Posted by Anonymous on Wed, 20 Mar 2002 07:51:00 GMT

If you play as GDI, the enemy will attack your Weapons factory and your AGP from the entrance, the weapons factory is within sight. So you should mine the entrance of the AGP, be a hotwire (because only a hotwire can repaire an AGT while a flame tank is sizzeling it. And also mine the tunnels (only the second one to save on mines) so that they don`t take out your power plant while the other attack is going on.If you play as Nod, the GDI can attack your Tiberium Refinery, your Airstrip and one of your turrets without getting close to your obelisk of light.  This is not good.  So alway`s have an technitian (sorry about spelling) to reapair them. A good plan is to alway`s mine the second tunnel, and have some mines in front of the Obelisk, cause if they get that, game over! And the only real way to take it out is by beacon or mines inside.  So protect it against all those attacks.Sniper`s are great against MRLS`s and Mobile Artilaries!  Also good for buggies and Hum-vee`s, but not as much! And even if those do make it near your base, their toast anyway!Enjoy, and happy defending!Peace

Subject: best defensive strategies
Posted by Anonymous on Wed, 20 Mar 2002 08:07:00 GMT

Indeed. All you need is like 10-12 at the top tunnel level (of under I mean) and a few at the AGT door. And the rest is for tank busting out on the field!Peace

Subject: best defensive strategies
Posted by Anonymous on Wed, 20 Mar 2002 08:16:00 GMT

That gun that the bald dude with glasses uses (Rail gun I think) is a perfect sniper weapon because it is also fairly devistating to tanks.

Subject: best defensive strategies
Posted by Anonymous on Wed, 20 Mar 2002 10:44:00 GMT

quote:Originally posted by Peacekeeper:If you play as GDI, the enemy will attack your Weapons factory and your AGP from the entrance, the weapons factory is within sight. So you should mine the entrance of the AGP, be a hotwire (because only a hotwire can repaire an AGT while a flame tank is sizzeling it. And also mine the tunnels (only the second one to save on mines) so that they don`t take out your power plant while the other attack is going on.If you play as Nod, the GDI can attack your Tiberium Refinery, your Airstrip and one of your turrets without getting close to your obelisk of light.  This is not good.  So alway`s have an technitian (sorry about spelling) to reapair them. A good plan is to alway`s mine the second tunnel, and have some mines in front of the Obelisk, cause if they get that, game over!  And the only real way to take it out is by beacon or mines inside.  So protect it against all those attacks.Sniper`s are great against MRLS`s and Mobile Artilaries!  Also good for buggies and Hum-vee`s, but not as much! And even if those do

make it near your base, their toast anyway!Enjoy, and happy defending!Peacehave you ever heard of offencive snipers?Its called camp outside your base on field and hit you while your inside the hand of nod Any other map without base D and your toast.

Subject: best defensive strategies
Posted by Anonymous on Wed, 20 Mar 2002 11:10:00 GMT
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Would anyone else like to see a team Mine counter at the top of the screen? I don't think that's unfair, and it would clear up a lot of these "overlaying" problems. I'm sure this has been suggested before.

Subject: best defensive strategies
Posted by Anonymous on Wed, 20 Mar 2002 14:05:00 GMT
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ya mine counter would really help since the voice command system in renegade is not that great

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Subject: best defensive strategies
Posted by Anonymous on Wed, 20 Mar 2002 14:19:00 GMT
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A mine counter would be great.   I too overmined. Although I have seen the light, many have not. Who reads the manual these days, I don't.

Subject: best defensive strategies
Posted by Anonymous on Wed, 20 Mar 2002 14:28:00 GMT
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Great idea, mine counter!Doesnt have to be anything big... Just 2 numbers in the corner of the screen is fine. Shouldnt be too hard to put in the game, should it?

Subject: best defensive strategies
Posted by Anonymous on Wed, 20 Mar 2002 15:29:00 GMT
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NO, and it would be Uber helpful.If I thought Dev read the board, I'd make a post about it.

Subject: best defensive strategies
Posted by Anonymous on Wed, 20 Mar 2002 15:36:00 GMT
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How about splitting the minecount by the number of hotwires on the field at one time? Probably not a good idea I guess.I don't really like how remote c4 is tied to the mine limit, but I can understand it, otherwise I would load every guy I saw in base with 10 charges and let them walk into the enemy base.

Subject: best defensive strategies
Posted by Anonymous on Wed, 20 Mar 2002 15:43:00 GMT
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I knew there was a 30 limit but never knew the remote and mines were tied together...Good thing I don't use remotes for anything other than anti-personnel.A counter would be nice.

Subject: best defensive strategies
Posted by Anonymous on Wed, 20 Mar 2002 23:37:00 GMT
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ya remote mines count and so do timedc4s i think anybody know

Subject: best defensive strategies
Posted by Anonymous on Thu, 21 Mar 2002 03:47:00 GMT
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If you are in a tunnel near the enemy base. And a lot of mines are placed by the enemy disarm all the mines and throw your own mines there. The enemy wil think the mines are from their side.Worked a lot of times and keeped me laugh.

Subject: best defensive strategies
Posted by Anonymous on Thu, 21 Mar 2002 04:16:00 GMT
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hate pl who put the nukes outside or at roof top!!

Subject: best defensive strategies
Posted by Anonymous on Thu, 21 Mar 2002 08:21:00 GMT
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use the rest to protect your base (10-12 is ridiculous IMO). As soon as you hear a *boink* and see

someone with you to watch your back.Hidden[March 21, 2002: Message edited by: Hidden]

Subject: best defensive strategies
Posted by Anonymous on Thu, 21 Mar 2002 11:22:00 GMT
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New use for mines. Friend and I went into a game by ourselves the other night. 1 engi + 1 vehicle = great phun. Take your engi and place prox mines all over the vehicle. Drive to enemy base and abandon (place your remote det and timed c-4 while there of course) chances are you're gonna die inside the bldg you're attacking. When enemy tries stealing vehicle, well - it's not pretty.[LIST]

Subject: best defensive strategies
Posted by Anonymous on Thu, 21 Mar 2002 13:30:00 GMT
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you dont even need 6 mines and deffently not 10 to 12 i use 5 .Two on the side of doors or hallways at head level those will kill .the 5th goes on the floor in the middle so when they hit it or try to go around it they hit the mines at head level and boom

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Subject: best defensive strategies
Posted by Anonymous on Thu, 21 Mar 2002 14:18:00 GMT
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quote:Originally posted by J_Smoken_T:you dont even need 6 mines and deffently not 10 to 12 i use 5 .Two on the side of doors or hallways at head level those will kill .the 5th goes on the floor in the middle so when they hit it or try to go around it they hit the mines at head level and boomIf you actually read his post he said the tunnels, not buildings.

Subject: best defensive strategies
Posted by Anonymous on Thu, 21 Mar 2002 14:26:00 GMT
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Don't waste proxies by putting them on vehicles unless you want me to scream at you for an entire match. Timed c4 DO NOT COUNT towards the limit.

Subject: best defensive strategies
Posted by Anonymous on Thu, 21 Mar 2002 14:54:00 GMT

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it works for the entrance to the tunnel plus you can still put them on the walls

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Subject: best defensive strategies
Posted by Anonymous on Thu, 21 Mar 2002 15:02:00 GMT

As far as mining the tunnel entrance of under, I've gotten tons of points disarming those mines. Mine are normally placed in the two base entrances (head high) in view of the ob/agt. That way the enemy tech gets shot at while trying to disarm.Well, if it's a good tech, maybe not, but I haven't run into too many of those in the game so far.   And as for mining an APC, it's fun early in the game when you don't have to worry so much about the heavy base attacks where you need the proxy defence. It's also a great way to **** off mammy drivers. Few proxy on an APC with a decent driver really seems to soften up those tank rushes.And *YES* we need a counter. At least one visible to the techs![March 21, 2002: Message edited by: Omote]

Subject: best defensive strategies
Posted by Anonymous on Thu, 21 Mar 2002 16:16:00 GMT

I'd be glad to be your suicide driver.

Subject: best defensive strategies
Posted by Anonymous on Fri, 22 Mar 2002 00:12:00 GMT

LOL that sounds like fun. I am gonna do that someday.

Subject: best defensive strategies
Posted by Anonymous on Fri, 22 Mar 2002 09:23:00 GMT

I am a Lop-sided player, I kick ass with nod but suck horribly with GDI. The main reason I can think of is the stealth black hand. I have to say that it is potentially the best unit to have as nod, Especially against a bunch of misfits. Stealths are not meant for direct fighting...you want to get a MRL, run up to it and plop a timed C4 on its door. You'll be visible for a second so run behind it so the camera view of the enemy can't see you. once your invisible again go refill... Want to steal a mamoth tank? pack a C4 on one and run behind it (don't get runover, did I leave that out the first time i mentioned this tactic?) wait the explosion and for the dummy to get out to repair it. jump in run him over and drive home. Get it repaired and give it to the MVP of your team. Or, if you are the MVP give it to the second ranked guy. Why would you do this? Three reasons, to make sure

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some n00b doesn't waste a valuable mamoth tank, to promote teamwork by being the nice guy and give away $1600 worth of stolen equipment and finally, the third reason is so you can go back out and steal another vehicle. You can't be very stealthy in a huge stolen tank. Keep in mind that this tactic helps quite a lot and for a relative low cost. It's primarily base defence but has a huge offensive potential when armed with a nuke and downed/missing enemy defences. run into the base and drop a nuke sit there cloaked and take out the engies.BTW nothing beats running behind enamy infantry (usually snipers) and pasting a timed c4 on their back. Plop it, leave silently and then wait 15 seconds and then let the guy know. "Hey SystemX_99 You're boinked for stealing my name!"To sum it up...the Stealth is very dangerous!! and can potentially cause more damage then any of the other characters. The stealth can also go from defensive to offensive saving you money should you have to switch roles as needs arise.

Subject: best defensive strategies
Posted by Anonymous on Fri, 22 Mar 2002 11:46:00 GMT
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all very good tips, thanks! as havoc would say, keep em coming!

Subject: best defensive strategies
Posted by Anonymous on Fri, 22 Mar 2002 13:34:00 GMT
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quote:Originally posted by Peacekeeper:If you play as GDI, the enemy will attack your Weapons factory and your AGP from the entrance, the weapons factory is within sight. So you should mine the entrance of the AGP, be a hotwire (because only a hotwire can repaire an AGT while a flame tank is sizzeling it. And also mine the tunnels (only the second one to save on mines) so that they don`t take out your power plant while the other attack is going on.If you play as Nod, the GDI can attack your Tiberium Refinery, your Airstrip and one of your turrets without getting close to your obelisk of light.  This is not good.  So alway`s have an technitian (sorry about spelling) to reapair them. A good plan is to alway`s mine the second tunnel, and have some mines in front of the Obelisk, cause if they get that, game over!  And the only real way to take it out is by beacon or mines inside.  So protect it against all those attacks.Sniper`s are great against MRLS`s and Mobile Artilaries!  Also good for buggies and Hum-vee`s, but not as much! And even if those do make it near your base, their toast anyway!Enjoy, and happy defending!PeaceOn the UNDER map while playing as NOD I found a good use for Flame Tanks. Since we had previously destroyed the GDI weapons factory, they were trying to use the inf rush through the tunnels. Well 4 of us using flame tanks 2 on each tunnel entrance roasted any inf rush. We were on full defense mod and 500 points ahead of GDI. Tunnel Defense = Use Flame Tanks Of course we won.

Subject: best defensive strategies
Posted by Anonymous on Sat, 23 Mar 2002 04:51:00 GMT
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For GDI on canyon:Assault through the tunnels until you have enough creds for an APC. Drive it

up to the tunnel entrance and spray bullets across the tunnel. You don't normally end up with many points, but I've never had anyone get past.

Subject: best defensive strategies
Posted by Anonymous on Sat, 23 Mar 2002 17:50:00 GMT
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Nod: sniper/tech use the credits you earn keeping the buildings alive to switch between the classes.GDI: everything can be used as defense.