
Subject: NEWBIES AARRRGHH!!!!

Posted by [Anonymous](#) on Sun, 31 Mar 2002 13:51:00 GMT

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You need both and some MRLS to win on that map. Have one or two MRLS out first to let the Nod panic then 2 med tanks while others waiting to get mammy have some as rocket soldier, gunner, Eng or hotwire to help the tanks. After pump out Mammoth instead of Med and have at least two MRLS to blow up buildings at longer range. If you just wait for mammy you will get over run by art, light tank and flame tank by the time you have enough mammy to go out.

Subject: NEWBIES AARRRGHH!!!!

Posted by [Anonymous](#) on Mon, 01 Apr 2002 00:29:00 GMT

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Ok, i just lost 3 games in a row due to an abundance of newbies on my team. The last one really ****ed me off because it was on C&C field and i was on gdi. I told everyone that we should med tanks and take the field and camp at their base, but then someone else who claims to know the map inside out says that we should wait for mummies and all the newbies follow suit. Surely enough, by the time everyone gets 1500 for their precious mammy Nod has taken the field with light tanks, mobile artillery, and a flamer and are camped at our base entrance, destroyer our harvester again and again. Ironically enough the person who claimed to know how to play this map was ranked 300 or so, so that just goes to show how effective the renegade ladder system is.

Subject: NEWBIES AARRRGHH!!!!

Posted by [Anonymous](#) on Mon, 01 Apr 2002 00:56:00 GMT

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i've seen mummies do well on that map, but you're absolutely right. you have to control the battlefield first for the mammy siege to work. and you could've had mediums by the time they had the flamers. what a shame....

Subject: NEWBIES AARRRGHH!!!!

Posted by [Anonymous](#) on Mon, 01 Apr 2002 08:19:00 GMT

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also some snipers,humveesor apcs.

Subject: NEWBIES AARRRGHH!!!!

Posted by [Anonymous](#) on Mon, 01 Apr 2002 11:38:00 GMT

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And don't forget the hotwires backing them up - this is critical or you'll lose em all...

Subject: NEWBIES AARRRGHH!!!!

Posted by [Anonymous](#) on Mon, 01 Apr 2002 13:29:00 GMT

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And it's a wise monetary investment to get that Med tank early, I believe. If you're lucky enough to get to their entrance with two or three meds and two MRL's, you'll be camping their entrance very early. This is advantageous for two reasons: The enemy becomes purely defensive, having lost a source of income...and two you'll be buying a mammy much much sooner because you rack up an insane number of credits by pounding at the hand of Nod. If I go medium first, it seems that I usually have enough for a Mammy sooner than those that have been saving the whole time. I agree heartily that any good Mammy camp starts out as a good Medium camp. I've never seen one work that didn't start off with the Good old Medium tank (and, for gosh sakes, a few back up hotwires to keep them feeling fresh and clean). Also, on field, it really helps to have someone get a buggy/humvee out onto the field early, to keep a lid on enemy infantry. It can be a real thorn in your opponents side (as well as making sure that little hole on top of the waterfall isn't being camped by Ravenshaws late in the game). Hmmmmmmm, boy did I get off topic there.

Subject: NEWBIES AARRRGHH!!!!

Posted by [Anonymous](#) on Mon, 01 Apr 2002 14:52:00 GMT

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You've all described excellent tactics, but it probably won't work unless you're playing a clan game. Other games that throw random people together are far, far less organized, and there is no one to lead them. Whenever I play clan, though, we own on most maps. (We also only use maps with base defences, this probably helps, and is far less frustrating.)

Subject: NEWBIES AARRRGHH!!!!

Posted by [Anonymous](#) on Mon, 01 Apr 2002 15:19:00 GMT

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Have the courage! Take the lead! I always try to do right that in games! More often than not 2 players DO listen and we go out as a small team - having an edge over our enemies.

Subject: NEWBIES AARRRGHH!!!!

Posted by [Anonymous](#) on Tue, 02 Apr 2002 19:42:00 GMT

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quote:Ok, I just lost 3 games in a row due to an abundance of newbies on my team. We were all newbies at one point.

Subject: NEWBIES AARRRGHH!!!!

Posted by [Anonymous](#) on Tue, 02 Apr 2002 21:11:00 GMT

Yeah just take the lead.I did it on one map by stealing a Mammoth that the GDI side just had setting there right by the Nod base. I think they were fixing it. After that everyone just jumped in and pushed GDI back. I think we won that one. And we killed 2 more mammoths I think... with all of the smoke and me getting turned into paste, I could not see.If I had not done that, GDI would have overrun the base. And do not be scared too die. It's just a game. If getting turned into paste will turn the tide DO IT!!!!

Subject: NEWBIES AARRRGHH!!!!

Posted by [Anonymous](#) on Sun, 07 Apr 2002 15:18:00 GMT

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quote: quote:-----Ok, i just lost 3 games in a row due to an abundance of newbies on my team.

-----We were all newbies at one point.
Don't hate the newbs. I don't. I Love my newbs. I hold them and pet them and train them and feed them and buy them tanks to cause distractions when they rush the base and I covertly place a beacon while all attention is on them.
