
Subject: Real-life tactics no one seems to use.

Posted by [Anonymous](#) on Tue, 09 Apr 2002 20:39:00 GMT

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Suppressive fire: MLRSes and Artillery are forms of "indirect fire." As is customary with indirect fire, you don't always have to have a target to let loose. Take a map like Field. If you were to field three MLRS OR three artillery, and just pound away at the section of the entrance of the enemy base, you'd be hard pressed to find the rare player willing to deal with that many high explosives going off - ESPECIALLY on foot. This strategy works perfectly for APC and medium tank rushes, as it keeps the enemy back in the base and for the most part not shooting you en route.-----RECONNOITERING. Why do I have to be consistently frigging SURPRISED when four flamers come into our base? If you just got sniped in the field and saw four flamers come out of the NOD base, I THINK THAT'S INFORMATION PEOPLE COULD PUT TO GOOD USE.-----WIMPS HAVE NO PLACE IN BATTLE. Earlier tonight, I was on field and saw FOUR MAMMOTHS, a FIERCE force to be reckoned with, STAYING STILL at the base entrance shooting all the way across the map to artillery which was killing them SOUNDLY. GDI must have gone through 25 mammoths. It was SICKENING. LESSON NUMBER ONE - GO INTO SKIRMISH AND PRACTICE SHOOTING WHILE MOVING AGAINST A TREE OR SOMETHING. MOST MODERN TANK DRIVERS DO *NOT* STAY STILL WHEN FIRING. STAYING STILL MAKES YOU A PERFECT TARGET FOR ANTI-TANK FORCES. LESSON NUMBER TWO - USE COVER. EVEN A TREE CAN SAVE YOU ONE OR TWO HITS. IN FIELD, USING THE FARMHOUSE FOR INTERFERENCE CAN SAVE YOUR LIFE. LESSON NUMBER THREE - IF YOU'RE A F***ING IDIOT OR LAGGED BECAUSE YOUR GRANDMA'S EMACHINES WITH A 33.6 MODEM CAN'T CUT IT, DON'T BUY AN APC!-----In the Army, tanks do not go out alone when there is an equal or overwhelming force nearby. That's why you rarely ever see a picture of ONE Abrams M1A2 in the field. Two barrels and two minds are better than one prick getting his jollies off with a 120mm cannon.-----Specialized units are just that, specialized. MEANING NOT MANY. On a team of 12, you DON'T need three snipers and FOUR stealth suits.-----I'm >< close to giving up public server Renegade and going strictly to clan-based where people with two frigging brain cells to rub together actually KNOW these things.

Subject: Real-life tactics no one seems to use.

Posted by [Anonymous](#) on Tue, 09 Apr 2002 22:53:00 GMT

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I am perhaps one of the best players at C&C Renegade at this time, but I'll never get 1 no. ranking. This is only because some people never stop playing and are ranked high by points and not necessarily skill. Some of these so called top players have about as many deaths as kills. No finisse at all. i generally have a 8 to 1 k/d ratio and average less than one death per game. no one averages that good.

Subject: Real-life tactics no one seems to use.

Posted by [Anonymous](#) on Wed, 10 Apr 2002 02:12:00 GMT

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quote:Originally posted by modemmack:I am perhaps one of the best players at C&C Renegade at this time, but I'll never get 1 no. ranking. This is only because some people never stop playing and are ranked high by points and not necessarily skill. Some of these so called top players have about as many deaths as kills. No finisse at all. i generally have a 8 to 1 k/d ratio and average less than one death per game. no one averages that good. I once killed 25 people in a game and only died once. Whats your point....??? Seriously though, shooting a building with a medium tank doesn't take a lot of skill. You should get more points based on how you killed someone (head shot, arm shot) e.t.c.

Subject: Real-life tactics no one seems to use.
Posted by [Anonymous](#) on Wed, 10 Apr 2002 05:00:00 GMT
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It really annoyed me to see the top players on the ladder there because they played 300-400 games.. I am currently ranked 50 and played about 50 games and I have been MVP in about 75% of all the games I played getting (provided I play the entire game no join halfway thru with 1 building left) usually get from 1500-4000 pts a game, Besides tanks I engy rush, snipe, defend base with raveshaw or fix tanks or buildings... Some other people are just out for cheesy pts like the losers that are on GDI on islands that use rocket inf and MRLS to shoot hand or just stay in a useless place shooting non-stop at a building! Like U said I don't have the time to play 200-300 games a week and I think there should be another factor in ladder pts besides playing a thousand game a week. The ladder works like this: A great player plays 50 games, is ranked 30. An average player plays 100 games making little contributions to the team and gets ranked 25. A dork that plays non stop hitting 300+ games in a week with the ya win some ya lose some finishing in the middle of the pack every game gets ranked 10. How does this show whos the better player? What I do to see if people are good or not is to just look at there total time play vs the amount of tanks/buildings killed ratio and how many pts they score per game on average. I don't think the kill/death ratio is a big deal at all, I kill plenty of people during games (expecially when i am a sniper) but I kamakazee my basic inf all the time, toss some C4s on tanks and get ran over or what ever, i don't care about dying unless I have a 1000 inf unit type cuz it will give the other team lots of pts!-AzWhoopin

Subject: Real-life tactics no one seems to use.
Posted by [Anonymous](#) on Wed, 10 Apr 2002 05:06:00 GMT
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Why do everyone say MLRS? It's MRLS! Not a big deal but it's getting annoying since EVERYONE is saying it wrong.

Subject: Real-life tactics no one seems to use.
Posted by [Anonymous](#) on Wed, 10 Apr 2002 06:05:00 GMT
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It shouldn't be based on just kills to deaths. Perhaps a ratio of somekind(so that people don't just

play loads and get high ranks because I don't have time to play that much). The really good players just sometimes barely kill anyone. You can kill soldiers all you want and it will be useless except for points. I think it takes real skill to sneak into an enemy base without being noticed, place your c4 and take down a building and then get out of there. People who just rush in are just lucky. It doesn't make them better players-not to discourage rushes, teamplay is better than any lone wolf.

Subject: Real-life tactics no one seems to use.

Posted by [Anonymous](#) on Wed, 10 Apr 2002 06:30:00 GMT

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Just my two bits about the above comments ... quote:LESSON NUMBER ONE - GO INTO SKIRMISH AND PRACTICE SHOOTING WHILE MOVING AGAINST A TREE OR SOMETHING. MOST MODERN TANK DRIVERS DO *NOT* STAY STILL WHEN FIRING. STAYING STILL MAKES YOU A PERFECT TARGET FOR ANTI-TANK FORCES.This is by far the best method for tank warfare. However, it is difficult sometimes to move and shoot. At least for me I like to be an eng and drive while giving someone else the controls on the gun. Then all I focus on is the driving and dodging. Also, when you need to repair you can jump out and not have to worry about someone sneaking up and snatching your tank. Of course, you need to be playing with quite a few players to man up 2 on a tank. But, it is all about teamwork !!

Subject: Real-life tactics no one seems to use.

Posted by [Anonymous](#) on Wed, 10 Apr 2002 06:32:00 GMT

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it is MLRS wich stands for Multiple Launch Rocket System look it up if you dont believe me.

Subject: Real-life tactics no one seems to use.

Posted by [Anonymous](#) on Wed, 10 Apr 2002 06:39:00 GMT

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There must be 2 different ways, an American way and a British way (we use them too).I think in the UK they are MRLS, Multiple Rocket Launch system.

Subject: Real-life tactics no one seems to use.

Posted by [Anonymous](#) on Wed, 10 Apr 2002 06:55:00 GMT

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quote: it is MLRS wich stands for Multiple Launch Rocket System look it up if you dont believe me. No it isn't. It's MRLS as in Mobile Rocket Launcher System. Just check the vehicles section on the Renegade page, or the TD manual, or in TD itself, or in Renegade - on all of those places it says "MRLS".[April 10, 2002: Message edited by: Devon]

Subject: Real-life tactics no one seems to use.
Posted by [Anonymous](#) on Wed, 10 Apr 2002 07:27:00 GMT
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something like a points/games ratio would be better. still not perfect coz the scoring system is really weird (as minigunner you get 80+ points for shooting the harvester like crazy and 1 point for a kill) [April 10, 2002: Message edited by: [M@D] BlackTyranitar]

Subject: Real-life tactics no one seems to use.
Posted by [Anonymous](#) on Wed, 10 Apr 2002 08:59:00 GMT
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Good points... When I'm in a MRLS (MLRS) - I always fire at sniper holes and tunnel openings -- sometimes I get rewarded with a "Boink" - Plus - if I see a red streak coming from somewhere - I pump a couple rounds the way they came... sneaky snipers.... and if you have your MRLS behind the tanks - shooting long distance (works with MA too!) you will find your tanks have a better go at it. And you're protected from enemy fire a bit... of course when the air units come out -- a different ball game.....

Subject: Real-life tactics no one seems to use.
Posted by [Anonymous](#) on Wed, 10 Apr 2002 09:45:00 GMT
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While your basic complaint is very valid, your kill/death ratio is meaningless to most people. Anyone that doesn't get killed more than 1 or 2 times in a game is probably not contributing enough or is playing against poorly skilled opponents. Or possibly you could manage to keep your tank alive for most of the game, which I have done now and then. But in that case you usually have engineers to repair you, and they often sacrifice their lives to keep your tank healthy. Without them your tank wouldn't last, but they will have higher death rates... who's more important in the rankings? What about people repairing the base who may only get a couple of kills but die 20 times? Are they not good players? The game is simply not focused on killing people, but instead on destroying buildings and vehicles. Otherwise, kills would be worth more points and would have more effect on ladder points. Anyone contributing to those goals will likely move up quickly in the rankings, unless they are unlucky enough to get stuck on the losing team more often. The main flaw I see in the ranking system is that people in large games get a lot more points than people in small games. Someone that barely did anything but was on the winning team in a 64 player game could easily earn twice the ladder points of the MVP in an 8 player game (assuming they're on the winning team of course). I think I'm ranked about 600 or so right now, although I don't know how often they reset the rankings. It's nearly impossible to play the game well without getting killed. When my vehicle gets destroyed, I usually run up to the nearest enemy target and throw a timed C4 on it before I die. Or if friendly vehicles are nearby, I'll repair them until I die. Getting killed is also a very quick way back to your base if it's under attack or if a beacon is placed.

Subject: Real-life tactics no one seems to use.
Posted by [Anonymous](#) on Wed, 10 Apr 2002 09:59:00 GMT
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One other point.. personally, I think of the rankings as a measurement of who knows the most about winning a game. A rocket launcher sitting in a corner holding the trigger down doesn't take a whole lot of skill. But if that launcher takes out a building or even just keeps firing, it's building a ton of points. Often times I can get a group of artillery or MRLs together and we'll shot at something until it blows up or until the enemy offers enough resistance to push us back. Even if nothing is destroyed, it often pushes our team way into the lead by points and I've been in many games that were won by highest score. A flame rush requires little skill, but a successful one means good organization by the team and they'll get plenty of points for it. The best factors would be nearly impossible to take into account, such as:- How many APV/engineer rushes have you prevented.- Enemy numbers. How many tanks were there and how many did you destroy before you died. Anyway, enough rambling.. there are tons of things that could be factored in, but I definitely don't think kill ratio has anything to do with a good player for this game.

Subject: Real-life tactics no one seems to use.
Posted by [Anonymous](#) on Wed, 10 Apr 2002 10:20:00 GMT
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It is MRLS, I copied this straight from the pop-up about it in the vehicle section of the official Renegade page. The only thing I changed was to make it bold so that you wouldn't have to read the whole thing. GDI's version of mobile devastation, this long-range attacker fires lethal 227mm rockets and is capable of systematically dismantling virtually any enemy unit, armored or not. However, with no short-range fighting ability, this somewhat unwieldy vehicle needs close-quarters backup for effective protection. If caught in a knife fight, the MRLS can be quickly overrun by enemy forces. Nevertheless, with adequate support and range to let loose its salvo of death, only a Mammoth Tank can equal the prolonged barrage deliverable by this critical platform in the fight against Nod.

Subject: Real-life tactics no one seems to use.
Posted by [Anonymous](#) on Wed, 10 Apr 2002 17:43:00 GMT
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I thought the Prima Guide for TS said Hover MRLS: Hover Mobile Rocket Launching System. I really like the suppressing fire. I do it all the time, no one else does...

Subject: Real-life tactics no one seems to use.
Posted by [Anonymous](#) on Wed, 10 Apr 2002 17:45:00 GMT
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Why would it be launch rocket...? I'm sure it's Multiple Rocket Launch System, but I'm not sure about the UK

Subject: Real-life tactics no one seems to use.
Posted by [Anonymous](#) on Wed, 10 Apr 2002 18:38:00 GMT
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Mobile Rocket Launcher System. But yes, as I and several others have pointed out, it is undoubtedly MRLS, not MLRS.

Subject: Real-life tactics no one seems to use.
Posted by [Anonymous](#) on Wed, 10 Apr 2002 20:07:00 GMT
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cases, gentleman, cases. lol..i was playing on field tonight and came into the game already in progress. there was only 1 hotwire in base and no mines in the tunnels. i became a hotwire as soon as money allowed(fortunately our harvey was coming into base almost as soon as i started). even as i was starting to plant mines, there was a stealth and rocket officer near our entrance(back one by the barracks) firing at me. i was almost killed laying the mines. after i ran back to repair i could hear them blowing up, but no boink. i quickly bought a mrls and began firing into the tunnel for suppressive fire. after awhile i hopped out and went to toss in more mines. there they were again, obviously waiting for an oppurtunity to plant a beacon. again i took damage but managed to escape and returned to my mrls. i continued this suppressive fire and actually got a couple of boinks(or "yah baby!"). this continued for most of the game and nod never did any major damage to any of the buildings. i ended up 4th on the team with 7 kills. so absolutely use suppressive fire!!

Subject: Real-life tactics no one seems to use.
Posted by [Anonymous](#) on Wed, 10 Apr 2002 20:18:00 GMT
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zukkov: one thing about placing mines and then firing into the tunnels - as I posted on another thread, firing explosives at friendly OR enemy mines WILL detonate them. If you don't believe me, lay some mines in skirmish and fire some Tusk rockets from a mammoth at them, you WILL see small secondary explosions after a while (kinda looks like a McDonald's arch). So perhaps the reason you were hearing no boinks is because you had detonated all of your mines. I do have to hand it to WW for this, as in Vietnam (and to a large extent in Desert Storm) 1000 and 2000lb bombs were dropped on hot areas to clear mines using the overpressures from their explosions. Looks like someone in the dev team is one of us military hardware experts.

Subject: Real-life tactics no one seems to use.
Posted by [Anonymous](#) on Thu, 11 Apr 2002 00:20:00 GMT
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I am deeply gratified by the responses to this post. I so heartily agree that Death to Kill ration does not indicate a players skill in an effective way in this game. Maybe in Quake, or Tribes or something, but in this game, taking out infantry is really not that helpful to the team in the long run.

I don't trust folks with a high kill vs. death rating. It shows (BIG GENERALIZATION) a lack of willingness to sacrifice oneself for your team, which is a constant requirement in this game. Yes, you may be able to rush and live, or survive in one tank the whole game, and even get mvp. But, if everyone in the game had played like you, you never would have stayed alive in the first place (i.e. the engineers who risk their life keeping your tank alive). So, it's good to see that most people recognize this.

Subject: Real-life tactics no one seems to use.

Posted by [Anonymous](#) on Thu, 11 Apr 2002 03:34:00 GMT

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i understand what you are saying, but as i said, the mine explosions were occurring before i bought the mrls. they were blowing up the mines on purpose. probably moving forward and jumping backwards to detonate them and take minimal damage while doing so. it was the fact that they didn't leave the tunnel that i bought the mrls and started suppressing fire. and my point was that it was the mrls and not the mines that kept them from doing major damage to the barracks, although i had also placed some mines outside the tunnel to discourage an attempt at placing a beacon...

Subject: Real-life tactics no one seems to use.

Posted by [Anonymous](#) on Thu, 11 Apr 2002 04:47:00 GMT

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quote: Sorry, chief, in RENEGADE it's MRLS. In the Army, it's MLRS (Multiple Launch Rocket System). Yes, but this is a discussion about Renegade on the Renegade forum. It has nothing to do with real life equipment. It could be called C.L.O.W.N for all I care, but in the Tiberium series it's called MRLS.

Subject: Real-life tactics no one seems to use.

Posted by [Anonymous](#) on Thu, 11 Apr 2002 06:11:00 GMT

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I got a 33 / 2 k/d ratio a few minutes ago...Islands: I placed a beacon on the warfac with my stealth black hand. Got disarmed. I buy a laser chaingunner and destroy 2 mammoths and a mrls. I buy technician and repair our refinery and hand that both got into yellow health. Then i saw a hotwire run in the hand. I bought an chem warrior and killed her good. Stealth and beacon, and saw a mammoth and mrls coming. warned team, and the team attacked. i didnt shoot, and let my teammates die (now you will say bad, but in the end, it was the right decision). A hotwire gets out her mammoth and i steal it. I kill her and 3 others with my tusks and drive to the warfac which i destroyed with tusks. then i drove to the barracks and started shooting at it. i noticed it was being repaired and i placed my beacon. i got back in the mammoth and kept shooting at it. boom, game over, 4700 points for me.

Subject: Real-life tactics no one seems to use.
Posted by [Anonymous](#) on Thu, 11 Apr 2002 07:47:00 GMT
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what is "tusks"??

Subject: Real-life tactics no one seems to use.
Posted by [Anonymous](#) on Thu, 11 Apr 2002 08:00:00 GMT
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Look in the TS Manual: Hover Multi-Launch Rocket System (MLRS) Look in the TD Manual:
Mobile Rocket Launch System (MRLS) Not only the abbreviations changed, but also the meaning.

Subject: Real-life tactics no one seems to use.
Posted by [Anonymous](#) on Thu, 11 Apr 2002 08:05:00 GMT
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The mammoths missiles are called Mammoth Tusk Missile. Tusk is just a short word for that.

Subject: Real-life tactics no one seems to use.
Posted by [Anonymous](#) on Thu, 11 Apr 2002 10:21:00 GMT
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hell's bells fellas, i think everyone knows what you're talking about whether you say mrls or mlrs.
just don't say nuclar beacon, that one bugs me! lol...

Subject: Real-life tactics no one seems to use.
Posted by [Anonymous](#) on Thu, 11 Apr 2002 11:50:00 GMT
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"it's nuclear --- nu-kee-lear....." H.J. Simpson.....

Subject: Real-life tactics no one seems to use.
Posted by [Anonymous](#) on Thu, 11 Apr 2002 20:44:00 GMT
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I have a 25Kill/0Death once as a dedicated Tech once and earned myself a MVP at the same time
and it requires no skill to do it provide if you know how to mine properly. So K/D ratio does not show
how well a person can play. Points are for how much you contribute to your team to defeat the
other team. It is pointless to have K/D ranking. (If you kill a tank that does not count toward the
K/D ratio and tank is a lot more lethal than a infantry)

Subject: Real-life tactics no one seems to use.
Posted by [Anonymous](#) on Fri, 12 Apr 2002 00:43:00 GMT
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Actually according to Janes (I subscribe) it is MLRS (Multiple Launch Rocket System). That is the REAL name of the REAL weapon system used in combat today. Now that being said, Renegade uses the MRLS denotation. Not sure why, fictional game and all might have SOMETHING to do with it. Perhaps they are trying to distance themselves from reality. Go figure, a game not portraying reality, what has this world come to? As for tactics, there are tons that are not used. Have you ever seen an organized flanking maneuver? Probably not. Requires teamwork and COMMUNICATION! This game has neither. What about diversionary tactics? Never used, why? Same reasons, no teamwork and no communication. We could go on and on for days on end and the conclusion would be the same. Teamwork/Communication, Renegade has neither. Later.

Subject: Real-life tactics no one seems to use.
Posted by [Anonymous](#) on Fri, 12 Apr 2002 00:49:00 GMT
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quote:Originally posted by destruyax: Sorry, chief, in RENEGADE it's MRLS. In the Army, it's MLRS (Multiple Launch Rocket System). Proof: M-270 MLRS. The fact that so many people are saying it in the RIGHT way actually revives some hope for me in the game, since only diehard wargamers should know the real designation. [April 10, 2002: Message edited by: destruyax] Actually, in the Army, it was ORIGINALLY called the M-270 MRLS. They changed the name around for some God-only-knows reason.

Subject: Real-life tactics no one seems to use.
Posted by [Anonymous](#) on Sat, 13 Apr 2002 19:21:00 GMT
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dont worry about the name..if its either multi launching rocket system (mlrs) or multi rocket launching system (mrls). as long as it kills the enemy im happy with it.
