Subject: Mammoth Tanks Are Weak Alone EVen With SOMe ONe
Posted by Anonymous on Fri, 12 Apr 2002 19:10:00 GMT
View Forum Message <> Reply to Message

Did u know mammoth tanks cant turn there turrent around use that as an advatge but med. tanks can so be carful :^)

Subject: Mammoth Tanks Are Weak Alone EVen With SOMe ONe
Posted by Anonymous on Fri, 12 Apr 2002 20:02:00 GMT
View Forum Message <> Reply to Message

?? yo buggy, EVERY vechile in the WHOLE GAME can turn there turret 360 degrees, its called "lock camera to turret" read the facts before u jump to conclusions

Subject: Mammoth Tanks Are Weak Alone EVen With SOMe ONe
Posted by Anonymous on Fri, 12 Apr 2002 20:03:00 GMT
View Forum Message <> Reply to Message

and did u just register to post that?? LOL, jsut buggin, but still, ever vechile can, INCLUDING the mamoth

Subject: Mammoth Tanks Are Weak Alone EVen With SOMe ONe
Posted by Anonymous on Fri, 12 Apr 2002 20:05:00 GMT
View Forum Message <> Reply to Message

quote:Originally posted by The Havoc Man:Did u know mammoth tanks cant turn there turrent around use that as an advatge but med. tanks can so be carful :^)   You're such a f*cking n00b...

Subject: Mammoth Tanks Are Weak Alone EVen With SOMe ONe
Posted by Anonymous on Fri, 12 Apr 2002 20:40:00 GMT
View Forum Message <> Reply to Message

Oft times have I seen our Refinery on Field destroyed by a beacon simply because players neglect them. I betcha they think "Ahhh, someone else will disarm it." But you can't be sure of that! If you're in the base when you hear "Beacon Deployed" go searching around the most likely spots! Even if you just blew 1000 bucks to buy a Raveshaw, switch to an Engineer or Tech\Hotwire and attempt to disarm it! You cannot put a price on your structures!Of course, this whole ordeal can be prevented if you just check the tunnels whenever you have the chance. You never know when a Stealth BH with a beacon might be there. Or techs mining your own entrances. Keep an eye the tunnels!

Subject: Mammoth Tanks Are Weak Alone EVen With SOMe ONe
Posted by Anonymous on Fri, 12 Apr 2002 21:12:00 GMT
View Forum Message <> Reply to Message

absolutely!! when i drive by a tunnel entrance with a vehicle, i always fire several salvoes into the entrance just to make sure there's noone there, or at least scare him off for a bit. on fields this evening, the gdi was hitting the airstrip with 2 mobius's and taking it down fast. our HON had been toasted so our inf were having no luck in taking out the mobius intruders. i was in a stealth tank and went around behind the a/s building and started firing missiles into the tunnel. i killed one of em and the other must've run off because the firing stopped and the a/s was saved... this time. we eventually lost by a large margin though because of lack of teamwork. but that's another post! lol...

Subject: Mammoth Tanks Are Weak Alone EVen With SOMe ONe
Posted by Anonymous on Fri, 12 Apr 2002 21:16:00 GMT
View Forum Message <> Reply to Message

I think that's why you need a dedicated HotWire or Technician to gaurd the base whilst other attack!!!!

Subject: Mammoth Tanks Are Weak Alone EVen With SOMe ONe
Posted by Anonymous on Fri, 12 Apr 2002 21:22:00 GMT
View Forum Message <> Reply to Message

I like to annoy the enemy attackers so I usually play defense. But what would be nice is if someone else on my side would help kill the guy / vehicle defending the beacon. Its soo much easier to remove beacons with a little backup even if you are the only engineer / tech / hotwire.

Subject: Mammoth Tanks Are Weak Alone EVen With SOMe ONe
Posted by Anonymous on Fri, 12 Apr 2002 21:29:00 GMT
View Forum Message <> Reply to Message

Dedicated techie is a MUST! LOL and they CAN get kills, not only by mining MCTS, tunnels, and entrances, but ALSO by placing C4 on one of their allie's backs or legs or something... it works great! Just ask Tycoon

Subject: Mammoth Tanks Are Weak Alone EVen With SOMe ONe
Posted by Anonymous on Fri, 12 Apr 2002 21:38:00 GMT
View Forum Message <> Reply to Message

You bet! Mog put a prox mine on me and I got him a kill (or two)! And the best part is I didn't die because friendly fire wasn't on! I was a walking prox mine!That tactic is especially effective if you mine a stealth soldier. People think "OMG! Possesed prox. mines!" and run away in fear.Mog and

I own you. He's always a Tech. I'm usually Sakura or Havoc. We both get up into the top 5 scores usually. Although he's never been MVP in my presence.

Subject: Mammoth Tanks Are Weak Alone EVen With SOMe ONe
Posted by Anonymous on Fri, 12 Apr 2002 21:48:00 GMT
View Forum Message <> Reply to Message

My brother and I put 24 remote c4 on a med tank and charged an incoming flame rush and took out two flame tanks. Beat that with your prox mines. =PHey ... if someone had enuf c4 on them -- wouldnt that potentially make them near-invicible since the only thing the enemy would be able to target is the c4...?

Subject: Mammoth Tanks Are Weak Alone EVen With SOMe ONe
Posted by Anonymous on Fri, 12 Apr 2002 21:51:00 GMT
View Forum Message <> Reply to Message

Hey... you've never seen one of my MVP's? Jeez... we need to play more!

Subject: Mammoth Tanks Are Weak Alone EVen With SOMe ONe
Posted by Anonymous on Fri, 12 Apr 2002 23:21:00 GMT
View Forum Message <> Reply to Message

shhh don't tell them. I like ramming them from behind and shooting my load off..... something don't sound right....

Subject: Mammoth Tanks Are Weak Alone EVen With SOMe ONe
Posted by Anonymous on Fri, 12 Apr 2002 23:30:00 GMT
View Forum Message <> Reply to Message

quote:Originally posted by Vladimer:?? yo buggy, EVERY vechile in the WHOLE GAME can turn there turret 360 degrees, its called "lock camera to turret" read the facts before u jump to conclusionsNOPE! The MRLS can't You can use the feature with it, but the turret does'nt move!

Subject: Mammoth Tanks Are Weak Alone EVen With SOMe ONe
Posted by Anonymous on Fri, 12 Apr 2002 23:36:00 GMT
View Forum Message <> Reply to Message

awe don't be so hard on him fellas... but yes, you can indeed turn the turret on every vehicle havoc dude. not only that, but even the mrls can fire behind itself. try it sometime. heck, i've seen

missiles go crazy and just spiral in circles! anyway, enjoy the game and discover all it's hidden secrets! good luck!!

Subject: Mammoth Tanks Are Weak Alone EVen With SOMe ONe
Posted by Anonymous on Fri, 12 Apr 2002 23:39:00 GMT
View Forum Message <> Reply to Message

HEs Right MRLS <B>CANT</B> TURN ITS TURRNENT + i frogot to add that the only way a sececful mammoth rush is when theres 1 mamoth and 1 med tank a mid tank can protect it but mammoth is hard to destroy building s if med is gone becuse your focused on destorying the unit attacking u with te camar center on turrnet its messed up and im not a ****ing n0ob   any way i got good battle tastics e-mail me or aim at lighting_coun@hotmail.com and my aim screen name is   tribalistic goku

---

Subject: Mammoth Tanks Are Weak Alone EVen With SOMe ONe
Posted by Anonymous on Fri, 12 Apr 2002 23:41:00 GMT
View Forum Message <> Reply to Message

JUst TO GEt ON Aircraftkillers nervers lol NODNODNODNoDDONnoDnOd......NOD!!! lol jk

---

Subject: Mammoth Tanks Are Weak Alone EVen With SOMe ONe
Posted by Anonymous on Fri, 12 Apr 2002 23:43:00 GMT
View Forum Message <> Reply to Message

U Can do that zak but its uncontoluble i mean u dont know what u hittin lol   but iff u say so ill try it out some time soon

---

Subject: Mammoth Tanks Are Weak Alone EVen With SOMe ONe
Posted by Anonymous on Fri, 12 Apr 2002 23:48:00 GMT
View Forum Message <> Reply to Message

Actually, waht I was saying is that the MRLS "turret" doesn't turn so you can't "follow the turret" but yes you can fire from behind... but you rockets will usualli hit the wall next to you, unless you got a lot of space to move...!

Subject: Mammoth Tanks Are Weak Alone EVen With SOMe ONe
Posted by Anonymous on Fri, 12 Apr 2002 23:50:00 GMT
View Forum Message <> Reply to Message

no woories we all amke mistakes thats what an eraser s on a pencil for see what i did lol

Subject: Mammoth Tanks Are Weak Alone EVen With SOMe ONe
Posted by Anonymous on Fri, 12 Apr 2002 23:57:00 GMT
View Forum Message <> Reply to Message

learn english...

Subject: Mammoth Tanks Are Weak Alone EVen With SOMe ONe
Posted by Anonymous on Sat, 13 Apr 2002 06:02:00 GMT
View Forum Message <> Reply to Message

I changed my use/eject button to "T" - i kept hitting "e" in a firefight and found myself outside the tank....talk about being in the wrong place....

Subject: Mammoth Tanks Are Weak Alone EVen With SOMe ONe
Posted by Anonymous on Sat, 13 Apr 2002 06:14:00 GMT
View Forum Message <> Reply to Message

quote:Originally posted by Mikeon:shhh don't tell them. I like ramming them from behind and shooting my load off..... something don't sound right....ewwwwww thats fvcking disgusting

---

Subject: Mammoth Tanks Are Weak Alone EVen With SOMe ONe
Posted by Anonymous on Sat, 13 Apr 2002 06:24:00 GMT
View Forum Message <> Reply to Message

Good tactic of having a dedicated BD hotwire/tech -someone stays back -- does the duty --others go out to hunt/destroy...when they get back - they should swap with the BD hotwire and that person goes out.The deader tanker (now hotwire/tech) does the duty.everyone gets points/credits/repair time and no one gets bored...of course if your not playing with team players --- this wont work

---

Subject: Mammoth Tanks Are Weak Alone EVen With SOMe ONe
Posted by Anonymous on Sat, 13 Apr 2002 07:27:00 GMT
View Forum Message <> Reply to Message

quote:Originally posted by AnarmEof1:I remember the day I first played Renegade Multiplayer Demo I tried to aim without the view locked to the turret. It was a living Hell trying to get engineers behind you.But, alas, I clicked the button at the main screen that says "Options" and changed the buttons and totally revamped the default controls. I am willing to bet that more than 40\% of boarders use defaults as their controls.To name a few of my controls' evolutions, I use: arrows for moving forward, backward, and strafing; 0 on numpad for entering vehicles/using PT's; 1 on numpad for jumping, end for ducking; right shift for reloading; mouse wheel primarily for next weapon/previous weapon and secondarily for sniper zoom in and out;1028x768x16 resolution

etc.Anyone else dare to reveal their controls?[April 13, 2002: Message edited by: AnarmEof1]Up=upDown=downleft=strafe leftright=strafe rightshift=jumpnumpad0=crouchR=reloadenter=acces PT/enter/exit vehichleT=team chatP=Public chatMousewheelup=next weaponMousewheeldown=last weaponI use this setup becuase its the one i ran across when i played Unreal tournement and that game made me and awsome at FPS's so i use it in just about everygame

---

Subject: Mammoth Tanks Are Weak Alone EVen With SOMe ONe
Posted by Anonymous on Sat, 13 Apr 2002 08:02:00 GMT
View Forum Message <> Reply to Message

u know, technically only the vehicles over the price of 800 can suffer considerable damage AND have considerable destructive power. try and see, i should be right

---

Subject: Mammoth Tanks Are Weak Alone EVen With SOMe ONe
Posted by Anonymous on Sat, 13 Apr 2002 08:48:00 GMT
View Forum Message <> Reply to Message

Controls...wasd-What else??e-user-reloadshift-duckspace-jump#s and mouse wheel-switch weaponsI just hate it that I cannot use the right Ctrl button for duck...

Subject: Mammoth Tanks Are Weak Alone EVen With SOMe ONe
Posted by Anonymous on Sat, 13 Apr 2002 11:18:00 GMT
View Forum Message <> Reply to Message

i dont even need a beacon to kil the refinery on field - just a hotwire

---

Subject: Mammoth Tanks Are Weak Alone EVen With SOMe ONe
Posted by Anonymous on Sat, 13 Apr 2002 11:19:00 GMT
View Forum Message <> Reply to Message

u can set the controls on whatever u like

Subject: Mammoth Tanks Are Weak Alone EVen With SOMe ONe
Posted by Anonymous on Sat, 13 Apr 2002 11:44:00 GMT
View Forum Message <> Reply to Message

l33t, how? I always nuke barracks/refine, Im interested

Subject: Mammoth Tanks Are Weak Alone EVen With SOMe ONe
Posted by Anonymous on Sat, 13 Apr 2002 12:00:00 GMT
View Forum Message <> Reply to Message

lol

Subject: Mammoth Tanks Are Weak Alone EVen With SOMe ONe
Posted by Anonymous on Sat, 13 Apr 2002 12:04:00 GMT
View Forum Message <> Reply to Message

I remember the day I first played Renegade Multiplayer Demo I tried to aim without the view locked to the turret. It was a living Hell trying to get engineers behind you.But, alas, I clicked the button at the main screen that says "Options" and changed the buttons and totally revamped the default controls. I am willing to bet that more than 40\% of boarders use defaults as their controls.To name a few of my controls' evolutions, I use: arrows for moving forward, backward, and strafing; 0 on numpad for entering vehicles/using PT's; 1 on numpad for jumping, end for ducking; right shift for reloading; mouse wheel primarily for next weapon/previous weapon and secondarily for sniper zoom in and out;1028x768x16 resolution etc.Anyone else dare to reveal their controls?[April 13, 2002: Message edited by: AnarmEof1]

Subject: Mammoth Tanks Are Weak Alone EVen With SOMe ONe
Posted by Anonymous on Sat, 13 Apr 2002 12:22:00 GMT
View Forum Message <> Reply to Message

quote:Originally posted by AnarmEof1:I remember the day I first played Renegade Multiplayer Demo I tried to aim without the view locked to the turret. It was a living Hell trying to get engineers behind you.But, alas, I clicked the button at the main screen that says "Options" and changed the buttons and totally revamped the default controls. I am willing to bet that more than 40\% of boarders use defaults as their controls.To name a few of my controls' evolutions, I use: arrows for moving forward, backward, and strafing; 0 on numpad for entering vehicles/using PT's; 1 on numpad for jumping, end for ducking; right shift for reloading; mouse wheel primarily for next weapon/previous weapon and secondarily for sniper zoom in and out; etc.Anyone else dare to reveal their controls?w=forwards=backwardq=strafe lefte=strafe rightt=public chaty=team chat (why isnt it "t"? because in alot of other games "t" is public chat, so im used to it that way)d=PT/vehicle usec=crouchspace=toggle next weapong=gunner toggle (normal default is Q which interferes with my strafing)mouse1=primary firemouse2=alt firemouse3/roller=click:jump, rolling:sniper zoom.lock camera to turret=on800x600x32

Subject: Mammoth Tanks Are Weak Alone EVen With SOMe ONe
Posted by Anonymous on Sat, 13 Apr 2002 13:10:00 GMT
View Forum Message <> Reply to Message

move=arrowsuse object= numpad 0jump enterreload= rshiftcrouch=endweapons= numpad 1-9keyboard fire= backspacekeboard secondary fire= \team chat=yall chat=t

Subject: Mammoth Tanks Are Weak Alone EVen With SOMe ONe
Posted by Anonymous on Sat, 13 Apr 2002 13:41:00 GMT
View Forum Message <> Reply to Message

move=arrowsjump=numpad 0duck= numpad 1use=spacebarprimary fire=mouse 1secondary fire=mouse 2mouse wheel=weapon switchreload=rsure my controls may seem messed up....

Subject: Mammoth Tanks Are Weak Alone EVen With SOMe ONe
Posted by Anonymous on Sat, 13 Apr 2002 14:16:00 GMT
View Forum Message <> Reply to Message

quote:Originally posted by Tycoon37:Oft times have I seen our Refinery on Field destroyed by a beacon simply because players neglect them. I betcha they think "Ahhh, someone else will disarm it." But you can't be sure of that! If you're in the base when you hear "Beacon Deployed" go searching around the most likely spots! Even if you just blew 1000 bucks to buy a Raveshaw, switch to an Engineer or Tech\Hotwire and attempt to disarm it! You cannot put a price on your structures!Of course, this whole ordeal can be prevented if you just check the tunnels whenever you have the chance. You never know when a Stealth BH with a beacon might be there. Or techs mining your own entrances. Keep an eye the tunnels!at field? almost no servers run that horribly unbalanced map anyways.the map where you ABSOLUTLY HAVE to watch the tunnels is Walls. stealth nukers love going through it to nuke the base, and its way harder to get into the base through the main entrance (although its quite possible)and as GDI I just love it when the tunnels are not defended, as I always go in with Hotwire and blow the hand of nod and airstrip. even if it is mined, I disarm them anyways. but you better listen. if your above ground above the tunnels and you hear a repair gun going, even if you don't think it is, just check in the tunnels to see if a hotwire is there.

Subject: Mammoth Tanks Are Weak Alone EVen With SOMe ONe
Posted by Anonymous on Sat, 13 Apr 2002 14:23:00 GMT
View Forum Message <> Reply to Message

One thing about using the MLRS (or MRLS - whatever) to guard: one, it destroys mines already laid. Two, WW should have made it so the missile compartment could sway 180 degrees...I mean, the real one can - being able to turn sideways and zigzag while firing a barrage would be great. And on Field, placed right, you could shoot both tunnels at with one MLRS.

Subject: Mammoth Tanks Are Weak Alone EVen With SOMe ONe
Posted by Anonymous on Sat, 13 Apr 2002 14:27:00 GMT
View Forum Message <> Reply to Message

Once I was in a game in the map under. I mined the tunnel with sbout 6 mines and A few around critical points even if any Nod make through the tunnel it will still kill them. There is one other person who starts to put mine in front of the AGT. I told him to stop and say that he will ruin my setup of mines. i said that he would worry about flame rush not the tunnel. Only one flame tank

manage to reach his mines while about 10 guys got blown up in the tunnel.You definely have to watch the tunnel especily if you are GDI and on a map without base defence. I have at least 20 successful stealth nuke run that effectively change the game.On wall or mesa I often sneak in to the GDI base using the main entrance as most people cannot be bothered mining the main entrance.

Subject: Mammoth Tanks Are Weak Alone EVen With SOMe ONe
Posted by Anonymous on Sat, 13 Apr 2002 14:33:00 GMT
View Forum Message <> Reply to Message

People don't really know how important this is - last night I was able to take down the Ref AND the barracks due to a stupid team.The barracks beacon got me killed (but it succeeded nonetheless), but I was perfectly content with letting a Patch shoot me after I planted it, as it means he's not telling people where to look, and he's not buying a hotwire to disarm it. If it goes off, I get massive points AND my credits back and he just gets about 50 points for waxing a stealth soldier.Complex I can't STAND, though. ESPECIALLY when there are starting credits. People don't seem to want to assume that most likely a tech raid is coming through the main tunnel seconds afterwards. Also I don't see why people will plant mines deep back in the tunnel in Complex - if you plant them right at the opening (but not in a clump) the invading force has to disarm them within plain view of infantry. If you plant them in the areas where the enemy is most likely to make footfall - to hit HON, Ref, or airstrip, it'll be much more effective, lethal, and less taxing on your mine total than placing a clump of 15 in no particular pattern that one basic infantry could clear by taking one for the team.Secondly, I ALWAYS announce when I hit 800 credits when I'm playing GDI on any map, because it kinda forces intelligent people to prepare mentally for a flame rush - even though most Noddies buy the useless artillery (useless on any map other than City) to wax harvesters. Plus, I always hit 800 early because of picking up crates and the massive amount of inf. kills I get since I'm good at getting headshots.

Subject: Mammoth Tanks Are Weak Alone EVen With SOMe ONe
Posted by Anonymous on Sat, 13 Apr 2002 16:54:00 GMT
View Forum Message <> Reply to Message

i can kill Nod's whole base in 4 attacks 1st is with hotwire (refinery)2nd with sydney PIC - ion (obleisk)3rd is with sydney PIC-ion (airstrip)4th and final is with hotwire (HON)BTW, this is for the map field...[April 13, 2002: Message edited by: L33TgAt4u]

Subject: Mammoth Tanks Are Weak Alone EVen With SOMe ONe
Posted by Anonymous on Sun, 14 Apr 2002 09:43:00 GMT
View Forum Message <> Reply to Message

My Contorls Are LIke UNreAL   the game   to long to tell lol   lighting_count@hotmail.com

---

Subject: Mammoth Tanks Are Weak Alone EVen With SOMe ONe
Posted by Anonymous on Sun, 14 Apr 2002 11:10:00 GMT
View Forum Message <> Reply to Message

quote:Originally posted by AnarmEof1:I remember the day I first played Renegade Multiplayer Demo I tried to aim without the view locked to the turret. It was a living Hell trying to get engineers behind you.But, alas, I clicked the button at the main screen that says "Options" and changed the buttons and totally revamped the default controls. I am willing to bet that more than 40\% of boarders use defaults as their controls.To name a few of my controls' evolutions, I use: arrows for moving forward, backward, and strafing; 0 on numpad for entering vehicles/using PT's; 1 on numpad for jumping, end for ducking; right shift for reloading; mouse wheel primarily for next weapon/previous weapon and secondarily for sniper zoom in and out;1028x768x16 resolution etc.Anyone else dare to reveal their controls?[April 13, 2002: Message edited by: AnarmEof1]I use a nostromo speedpad 50. no worry about the keyboard with that... D-Pad: dirrectionMouse1: fireMouse2: JumpMouse3: alt firemousewheel: scroll waepon, sniper zoomuse/enter : button 9crouch: button 10Reload: button 8When the aircraft will be out:Up/down: Speedpad wheel witha acceleration and all the stuff...THis thing rocks!

Subject: Mammoth Tanks Are Weak Alone EVen With SOMe ONe
Posted by Anonymous on Sun, 14 Apr 2002 11:20:00 GMT
View Forum Message <> Reply to Message

w=forwards=backwarda=strafe leftd=strafe rightf2=public chatf3=team chat
l-shift=crouchspace=jumpmouse1=primary firemouse2=alt
firemouse3=usemouse4=minesmouse5=laserweaponslock camera to turret=on1600x1200x32

Subject: Mammoth Tanks Are Weak Alone EVen With SOMe ONe
Posted by Anonymous on Mon, 15 Apr 2002 07:05:00 GMT
View Forum Message <> Reply to Message

Everything on the numeric keyboard.8 up5 down4 strafe left6 strafe right9 reload3 crouchEnter PT/enter vehicles/ alternate fire1. mouse button fire2. mouse button jump3. mouse button reloadmouse wheel change weaponsStandart chat buttons

---