Subject: Quick Start
Posted by Anonymous on Mon, 17 Jun 2002 18:59:00 GMT
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MESA MIX---First get invisible NOD guy, a NUKE and a Buggy. Go the way where you have to jump the wall (standing infront of refinery to your right) Use the small walking ramp to jump the wall, go all way round to the GDI sniper box and park behind it. You will get hit by GDI Tower but not enough to destroy buggy. Now skillfully exit buggy the right side, if you exit left side you will DIE. Now you are in a blind spot and the tower can't see you, if the way is clear walk upto Refinery and plant your NUKE and timed C4 and hopefully BOOOOM. Walk back to your buggy and it still may have enough shields to get you out of there.

Subject: Quick Start
Posted by Anonymous on Mon, 17 Jun 2002 23:27:00 GMT
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wow thats a new idea, ive never head of that one. works better early on if you can get 2 engis.

Subject: Quick Start
Posted by Anonymous on Tue, 18 Jun 2002 02:41:00 GMT
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HAHA newbie tactic when you play vs me. You will die before you are at the bunker.

Subject: Quick Start
Posted by Anonymous on Tue, 18 Jun 2002 05:05:00 GMT
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quote:Originally posted by Demolition man:HAHA newbie tactic when you play vs me. You will die before you are at the bunker. Says rank 15440 with 1 win and 5 looses...Poor n00bistic newbieking !Cfx

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Subject: Quick Start
Posted by Anonymous on Tue, 18 Jun 2002 08:07:00 GMT
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quote:Originally posted by Carnifex: quote:Originally posted by Demolition man:HAHA newbie tactic when you play vs me. You will die before you are at the bunker.   Says rank 15440 with 1 win and 5 looses...Poor n00bistic newbieking !Cfxomg n00b i never play public servers. I am clan leader from WL and WL2 check there ranking before you talk n00b

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Subject: Quick Start
Posted by Anonymous on Tue, 18 Jun 2002 08:42:00 GMT
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That's an old trick. And, you will attract GDI attention with your nuke beacon. Go with 2 engys\1 technician - at least they do their work silent and faster.1 Technician is better then 2 engys (unless you do it with a buddy), because, usually, second engi blows his remote c4 too early / AGT kills him / he is just a n00b who wants a ride in your buggy   [June 18, 2002, 08:44: Message edited by: u.c.]

Subject: Quick Start
Posted by Anonymous on Tue, 18 Jun 2002 09:51:00 GMT
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quote:Originally posted by profydent:LOL, that tactic is very expensive (1750 points), the best and cheap is one buggy and 2 engi (300 points).Not to mention 1750 credits is a lot, making it far from a "quick" tactic.Ideally if you're going to try, you should get a tech, and engineer, and the buggy. If the place is mined, the engineer can run over the mines and "disarm" them. This leaves the tech to waste the building since they have more c4. Of course, you'd have to deal with GDI resistance as well   This trick used to work really well, but not anymore. And you'll certainly be dead if the GDI team tries the equivalent tactic to get the Nod ref (Gunner rush).If everyone is usually fighting in the center or side, I might try it just for kicks. But otherwise, I don't.

Subject: Quick Start
Posted by Anonymous on Tue, 18 Jun 2002 11:18:00 GMT
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I agree with the other tactics, but you will be seen.....maybe! Myself when on GDI side I always mine by bunker to help prevent all the above..Yes it maybe an old tactic but there is nothing like a refresher. Despite my position I still enjoy the game, and I am learning everyday. Thanks for the replys, take care.

Subject: Quick Start
Posted by Anonymous on Tue, 18 Jun 2002 12:17:00 GMT
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Engie and soldier/flamer/shotgun works better, you can kill enemie engies quicker.

Subject: Quick Start
Posted by Anonymous on Tue, 18 Jun 2002 12:24:00 GMT
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LOL, that tactic is very expensive (1750 points), the best and cheap is one buggy and 2 engi (300 points). [June 18, 2002, 00:27: Message edited by: profydent]

Subject: Quick Start
Posted by Anonymous on Tue, 18 Jun 2002 15:52:00 GMT
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Hey easy on the Newbie stuff....LaughRemember:If someone is better than you (and believe me there is always someone better than you) are you a newbie to him. I say give newbies a break, you were once one. It might be a newbie charging your butt while you are getting mega points, bet you like newbies then! Yes there is a little newbie in all of us. But if your in the same game and team as me and you call someone a newbie and I am an engineer charging your tank while you are taking hits....Oh look its coffee break!Play the game, be part of the team and stop thinking everyone owes you! Note:What you portray is what you encourage. In other words, if new guys come to the Renegade world we want them to be team orientated and not a** holes! If your an a** hole going around calling people newbies and blaming game losses on new guys start a clan for a** holes and stay there!

Subject: Quick Start
Posted by Anonymous on Wed, 19 Jun 2002 00:24:00 GMT
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I prefer the Stealth tank tactic for nod. Just buy a stealth tank go over the ramp and start shooting the refinery. i have killed the ref dozens of times this way. GDI doesn't seem to notice when they have everyone in the tunnel shooting at our buildings.

Subject: Quick Start
Posted by Anonymous on Wed, 19 Jun 2002 00:45:00 GMT
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quote:Originally posted by daibach:I agree with the other tactics, but you will be seen.....maybe! Myself when on GDI side I always mine by bunker to help prevent all the above..Yes it maybe an old tactic but there is nothing like a refresher. Despite my position I still enjoy the game, and I am learning everyday. Thanks for the replys, take care.newbie

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Subject: Quick Start
Posted by Anonymous on Sun, 23 Jun 2002 19:15:00 GMT
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Good old tactic, if you don't encounter any minefields.Then it takes a bit longer   I use as combo a tech (myself) and another character, pref. one of the Black Hands.GDI can use medium tanks and attack Nod's tiberium refinery.

Its a lot harder getting them to position but you can get meds, MRLS and mammos into that same section of mesa. Ita a long way round through top tunnel and they need a shunt over but I have doent it with all of the above. A med is good to shunt the first vehicle over