
Subject: Gameplay tatic's a must read

Posted by [Titan1x77](#) on Mon, 04 Aug 2003 18:47:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

Im compiling some of my own thoughts and other players thoughts on helping make Renegade more competitive....PLEASE HELP ADD TO THIS

These are very helpful Gameplay tatics compiled from alot of Experienced Renegade players.

****Repairing-----**

Always Repair in 3rd person view!!,This doesnt guarantee your vehicle wont be stolen...you could be Sniped,or snuck up on from behind by a SBH,But it betters your chances of Repairing and getting back into the tank(never try and repair in the wide open either)

Always check the MCT before purchasing..you may just save that building before you rush off to snipe,.etc or get into your new vehicle

Mining:---

No. of mines to use

5 mines are enough to kill any unit. People usually put 6.<-- common error.

****Placement of mines--**

Best way to put them are to group a few together and a couple behind them. Putting them down one by one will not guarantee a kill.

If 3 engineer class characters all throw their remotes on an enemy MCT, you can kill the building instantly.It only takes 5 Remote c4's to destroy ANY building. So if you know 2 other engineers are behind you, or you know ahead of time that you're going to be inside a building with 2 other engineers (like in an apc rush) TELL YOUR TEAM MATES TO GET OUT THEIR REMOTES AND USE THEM ASAP(save the timed C4 for another building)

****Where to plant ---**

Plant entrances where there is usually less traffic, or facing away from the base defenses, eg. like the back of most buildings, and buildings where players like to rush. The barracks has 2 entrances, but it has this main entrance. Plant 5 mines there. Back of wf and ref is also a must, so that took 15 mines. AGT entrance, 5 mines. 20 mines. both entrances of pp, 10 mines, total of 30 mines.

main entrance of barracks; everyone should remember that this can be bypassed in flying maps(also in some fanmaps without a blocker where the bardwire is!)

Always mine the ramp to the Weap Factory on flying maps. You'll thank me later. Other ramps should not concern you unless they are your last structure or two (weapons factory has many places to plant unlike other buildings)

****Very common misuse of mines---**

Mining outside of your base is not smart, mines cannot take out a vehicle very well, especially if it's a fully loaded APC. When you find an APC at your HON and all your minning effort was focused outside of your base. You'll find your HON is going to be taken out.

Mine the ped if your server has PED WIN ON..if not dont bother wasting mines there.

Dont mine the MCT's

Most players place mines too close to the door entrance of a building. I drive my APC up to the door, and the mines are set off.

****Other helpful tatic's---**

We are both on Nod. I have an SBH and we are both in GDI's base. You, of course are seen and attacked. What are you doing? Don't run over here! You're bringing them closer to me, you idiot! Now they're shooting ME. They've seen me. I'm dead.(Draw them away from your fellow Stealth temmates)

That's right, I left an empty GDI APC at the back of your Hand of Nod.Take it. It's yours. I left it for you.WAIT!Don't go into the Hand! Someone else might take the free APC I left for you. Really, you had better get in it and drive off before some other n00b on your team takes it. Think about it for a second. If you run into the Hand, you will only be one more engineer in a crowd of players already dealing with any trouble...Wrong you may be the only one to save that structure,leave the APC there and Repair that building!!

****Base defenses Down?...heres a few do's and dont's--**

- 1.Make sure to check all base doors are mined
- 2.Got 1000 plus credits Prepare to defend against a rush...Dont buy havoc's or Sakura's,Instead buy yourself a Med/Mammoth or a Mobile ART/Light Tank...If your WF/AIR is down buy PIC's/mobious or Raveshaw's/Mendoza's.
- 3.Push your opponet's back and keep pounding there Tanks and keep your Squad repaired,The point swing just may win the game for you.
- 4.If you get a chance to Sneak out of the base with an APC head straight to there PP or AGT/OB and try to even the score with a few hotwires rushing towards the MCT.
- 5.Dont ever sit and call it a lost...the most rewarding wins are those come from behind win's.

To keep Nukes/ION's from blowing my base up into a billion peices, alot of you probably know about it already, but here goes (amazingly simple): All you need is a sniper and a team that can disarm nukes, When you here "Nuclear Strike Beacon Deployed" take your sniper rifle and Zoom

Into each building at max zoomage, if the nuke is in base, you will hear the beeping go off even if your half way across the map.

**Rushing

Any organized Rush can be effective, Depending on the situation... Heres a few well organized rushes to take out structures

Gunner Rush
SBH C4 Rush(MCT)
APC rushes(hotwires/Tech's)(MCT)
Flame Rush
Stank Rush
Medium tank Rush
Grenadier(early rush)(C4MCT)

Almost any rush can be effective... Light tanks's, Mammy's, Even a MRL/ART with Tech's repairing can be quite effective.

Hold your Fire during Rushes... Flames flashing in the air can give away a good rush... Along with Stanks firing before Teammates catch up.... Try to hold your fire on any rush unless necessary.

Teamwork Will always conquer an unorganized Team!!

Communicate with your Team.... let them know of any incoming vehicles, perhaps you seen someone run into a structure, Let them know to check mines in a place where they might of been set off or disarmed... Communication is a simple way of helping your team out in a big way.

I'll be Adding more onto this shortly

Credits go to Tanhm07, Tankclash, Gizbotvas, Visceroidman, and myself

Spelling Nazi's can overlook this and correct what is wrong.

Subject: Gameplay tatic's a must read

Posted by [-Tech-](#) on Mon, 04 Aug 2003 20:41:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

Sound advice. I keep forgetting you can use the sniper scope to hear things. I'll try that. Got one more.

If you're in a Stealth Tank rush, DO NOT stop to shoot at an enemy tank in the middle of the field! I saw a 5-unit ST rush fall apart yesterday when someone began firing on GDI's last Med tank. Another guy used the opportunity to repair his ST near a popular infantry hideout, got it stolen and

was run over. Two more of us had to chase down the stolen tank (we'd blown the WF and could not afford to give GDI more vehicles) and the last guy got blown away before even getting in range of the AGT.

Subject: Gameplay tatic's a must read
Posted by [Titan1x77](#) on Tue, 05 Aug 2003 01:07:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well if it was the last med then I dont see a problem with that...they should of fell back and returned to base for repairs then tryed the Rush.

Subject: Gameplay tatic's a must read
Posted by [Dark Mo](#) on Sat, 09 Aug 2003 07:15:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

here is an Important tip STAY out of the way of your sniping teammats I have lost count of all the head shots i missed cause some person wants to get a shot or 2 off at a harv or the sniper and the bullet hits them instead if your away from the sniper it happends i am talking about the people that go right in front of a sniper no more then 10 steps away.

ALSO the do not PUSH your teammate into fire cause you want to see i have also lost count of times i died cause some one pushes me in to the line of fire of other team/agt/ob

and LAST if you left click while holding the repair gun it damages the person/tank/ect so if someone is rushing your base go after them with the repairgun

if you beleave that last comment you are a n00b

Subject: Gameplay tatic's a must read
Posted by [Dark Mo](#) on Sat, 09 Aug 2003 07:24:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

forgot the MOST important tip if you capture a tank/apc/buggy DON'T use it on base defence maps keep them in base that is one less unit they can get ALSO if you see a EMPTY enemy tank/apc/buggy FULLY REPAIRED LEAVE it it was put there so the enemy can't get another unit

on under i was a stelth me and 2 others got 5 GDI tanks leaving them with only 3 to get and some n00b joins and starts using the tanks getting them ALL killed we lost the game but i BET we would have WON if the n00b did not use the tanks

Subject: Gameplay tatic's a must read
Posted by [Infinint](#) on Sat, 09 Aug 2003 09:19:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

what do you mean they cant get another unit, once they get out the vehical is set to nutral so it dosent count towerd the 8 unit limit

Subject: Gameplay tatic's a must read
Posted by [Jaspah](#) on Sat, 09 Aug 2003 15:44:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

Infinintwhat do you mean they cant get another unit, once they get out the vehical is set to nutral so it dosent count towerd the 8 unit limit

Yes it does. :rolleyes:

Subject: Gameplay tatic's a must read
Posted by [dilbert48](#) on Sat, 09 Aug 2003 22:05:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

Infinintwhat do you mean they cant get another unit, once they get out the vehical is set to nutral so it dosent count towerd the 8 unit limit

:rolleyes: It doesn't work that way. Any vehicle made by your base's vehicle producer (weapons factory/airstrip), counts toward the unit limit NO MATTER WHO IS IN. If you buy a med and leave it empty, it still counts toward the limit.

Subject: Gameplay tatic's a must read
Posted by [Founder of YASA](#) on Sat, 09 Aug 2003 22:41:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

I will add a new section into this part.

Beacons

When to plant is the first priority then consider where to plant.

Disarming a beacon worth 300 points to the other team.

A beacon that destorys a building gives your team 750 points.

A well timed beacon can disrupt enemy attack and hinder them significantly.

Some well known place for beacons may be mined while some more obvious place are not.

Disarming a beacon takes a lot less time compared to finding it for the other team So plant the beacon when the enemy are away from where you are and it takes a lot of time for them to search and it will be too late for them to disarm

Rush Section

Chem warrior can be used in APC or on foot especially on maps where there is a tiberium field

separate the 2 bases.

This section is for those on Nod

If you see a SBH hiding in a corner and you have a visible unit don't go and hide with them. I got killed so many times by people think if they hide at my spot they will have a higher chance of survival. Instead both my SBH nuker and the other units get killed

Tank Section

Fire Ahead, Predict where your enemy will be.

A simple rule: Fire approximately toward the front of the target will end up hitting the center of the tank when it is about 5 tank length away. All the shells travel at different speed adjust slightly according to which tank you are in.

Move your tank constantly

This can prevent enemy C4 your tank and dodge some shells. Learn to fire ahead while moving.

Most shells will hit you directly and give max damage to you when you are not on the move.

Use an Engineer as the driver.

Short of engineer is often a problem. If your tank got destroyed repair your teammate's one and make them last a bit longer until reinforcement arrives.

Subject: Gameplay tactic's a must read

Posted by [John Shaft Jr.](#) on Sun, 10 Aug 2003 16:10:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

Another useful tactic about Mining.

When you're mining PLEASE do not mine every door of your Buildings. Especially on maps with five buildings. I notice on maps like C&C_City_Flying people will try to mine every door of every building. Now there is 2 doors to almost every building (except for airstrip). Now people should know with the 30 mine limit set you cannot mine every door to every building. It's just plain common sense.

On maps with 3 buildings like C&C_Islands it's ok to mine almost every door. But on maps with 4 buildings or more please don't try to mine every door. That's a waste of mines.

Subject: Gameplay tactic's a must read

Posted by [laeubi](#) on Tue, 12 Aug 2003 08:40:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

tip #493: Don't run away

What are you expecting of this? I cannot count how often I win a fight because my opponent thinks he may lose...and run away. SO I followed him and *boinked* him with no problem, because he's running away instead of shooting back at me. :rolleyes:

And it happens often that my tank gets destroyed just a second after I destroyed his one, so what? Better his and my tank are destroyed instead of he can repair his and I get destroyed on my way

back home.

tip #464: Don't kill people on the field if your rushing.
Think about it: if you kill him..hes back at base, can defend. If hes running around in the field...he can't

tip #91: Don't be a fool and call your team n00b.
I just can laugh about these persons that running around as Havor or doing a single rush and the if a buildings gets destroy they ar on the 'n00b' team...YOU ARE AFUCKING PART OF IT!
So if a building get lost ore somthing...maybe its your fault as well. I cannot count how often I saved a building alone, yeah somtimes a bit of luck, but its possible. So maybe the building get lost only becuae YOU are not at the base at this moment.

tip #5609: Don't du cheap things. Shooting at a building with a flametrower Infatry maybe seems to be a good idea...but it gives just a little point for you and there is one peron less to defend/attac base.

Subject: Gameplay tatic's a must read
Posted by [Krazyfoxx](#) on Thu, 14 Aug 2003 15:23:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

There has been alot of good pointers here on mining and I agree that the way you protect buildings with mines depends on which map you're playing. One tactic I've not seen alot of people use, that I use more and more, is when mining a doorway to throw one mine (on both sides) on the wall close to the the door and two or three spread out several feet within the doorway. On small servers (24 or less) playing maps, like Volcano and Islands, w/o base defence's where an engineer can disable visible mines before entering, they're not likely to see the mines you've placed on the walls and at least be damaged severly or killed. On maps with defence's, where you have more bldg's to cover, place only one or two on floor (with two or three on wall). Most of the time during a rush if an engy only see's 1 or 2 mines, he will run through them knowing he's got a good chance of making it but get nailed by the one's he did'nt see.
