Subject: uhm Tatics and Strats ? Posted by Anonymous on Thu, 05 Dec 2002 17:28:00 GMT View Forum Message <> Reply to Message

Originally posted by [sg]the0ne: Why dont more people move in groups, or at least pairs? People seem content to buy their little tank or infantry and go solo into the field. Your chances of survival AND actually doing any good raise almost exponentially if your with someone else. Of course. A coordinated flame rush on Hourglass with enough people is very deadly. But team work is no fun. People would rather buy their own tanks and blow them up just for fun. Teamwork is very rare, but when you do get a group of people willing to cooperate, the result is a lot of fun kicking the other team's butt. Another thing, whats up with *** proxy mine placement? There are much cooler, more effective ways to place proxy c4 than just on the freaking ground. Plus if you proxy where someone can see it that may almost defeat the point. If they happen to be engie/tech they will defuse if they have the chance. But if it is hidden, ie ABOVE the door frame or on the walls of the terminal in the PP they'll just run straight into in and Bo0m - mission accomplished.Not really. I rarely diffuse prox mines at the door, even if they are lethal. Usually you take one "sacrifical lamb" such as an engineer to run the prox mines, then you go in after he blows up. If you are doing an APC rush, you really won't have time to diffuse and enter the building to place the C4. It's better to have someone clear the way for the techs, even if it is a more expensive character. The enemy has 30 seconds to respond once the tech sets the C4, so time is of the essence. Seems like a lot of really cool tactics gets passed up for the imediate satisfaction of serving self, running out into the field (alone) and getting capped - because thats so much more fun that a tactical strike , right ?!? Exactly. Lots of times I had to play technician, while everyone else plays the SBH on walls. I rather play the SBH, but I do what's best for my team at the point. [December 05, 2002, 17:30: Message edited by: supertech]

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