
Subject: Steath Rush on Walls -- Arghhhhhhh

Posted by [Anonymous](#) on Wed, 23 Oct 2002 07:24:00 GMT

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This is for the kiddies....Yes - using 4 steaths to run in and plant C-4 is a fast and easy way to take out a building --However ---> Things to do Stay in 3rd person view - easier to avoid the enemy.Stay away from the enemy - you can see them before they see you - check six often.Stealth means stealth -- dont fire at anything till your C4 BLOWS UP.Go in groups of 4 --- fan out and take out buildings in groups of 4 - hit multiple buildings at once if you can ("I'm in position" is there for a reason) Things not to do MAKE SURE YOUR ENTIRE TEAM DOESNT STEATH RUN! - if you have 20 players on your side - and 17 of them take off as stealths- no one is minding the shop - but 3 (simple math) - so if your base is blowing up while your on a run - dont dare blame the people you left behind. (idiots say "What" at this point)(Simple math - four buildings - three defenders - one enemy APV + 4 perps = one dead building)(BTW - i was in a game like this - and i stayed behind to defend the Nod Camp with 2 others - and all the STEATHS got wasted - along with our PP and Air)BTW - the stealth run with C4 is effective on any non-d maps -- dont know why people are not using it more often -- guess the lure of a nuke beacon is to much.... (plus they love giving the enemy disarming points -- 300 i believe...)(Plus loss of 400 for the steath (who always dies) and 1000 for the beacon)...I bring this up - because lately i have been seeing problems like this....Been said - and will need to be said -- till the id's figure it out....

StoneRook out.... *apologies to the hard core Renegade players that have to suffer through this...*(11/05/2002 Joke over - someone saw the original mistake i left in about the $20-18=3$ math - tried to make it a full month...) [November 06, 2002, 07:43: Message edited by: StoneRook]
