
Subject: What to do?

Posted by [gufu](#) on Sat, 17 Sep 2005 17:45:56 GMT

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We were rushed by 5 flamers and a stank-What to do-how to survive?

Subject: Re: What to do?

Posted by [Jecht](#) on Sat, 17 Sep 2005 17:57:30 GMT

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If you have able med tanks then block them from reaching your AGT. If you can do this well enough with enough people, the AGT will make short work of them. You will have to give up your tank almost definitely, but its worth it to keep your defense.

I usually have to do this when I am the only tank in base and a full APC is coming, but it works somewhat for other rushes as well.

Subject: Re: What to do?

Posted by [Lijitsu](#) on Sat, 17 Sep 2005 18:06:19 GMT

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Against APCs, just slam into them with a Humvee/Buggy. The way the APC slides when it turns, will make it slide quite a bit when hit at full speed. As for the Flame Tanks, one suggestion is to have two Mammoth Tanks, and maybe a few Medium Tanks constantly pound them. This is especialy useful for keeping them away from your base defence, like Gbull said.

Subject: Re: What to do?

Posted by [Dr. Lithius](#) on Sun, 18 Sep 2005 00:33:39 GMT

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However, if the enemy has already disabled your vehicle structure, well. . . You're fairly screwed. The only thing you can really do is station a couple Hotwire units at whatever structure they're aiming at and grab a bunch of Gunner units, Mobius units, and maybe a Sydney 2 unit or two, and hope for the best. I've seen this work maybe once before in Under, but the damages to the base were quite extensive. . .

Subject: Re: What to do?

Posted by [Sniper_De7](#) on Sun, 18 Sep 2005 02:12:42 GMT

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shoot them before they get to your base

Subject: Re: What to do?

Posted by [Jecht](#) on Sun, 18 Sep 2005 02:34:22 GMT

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De7: Strategy Master.

Subject: Re: What to do?

Posted by [SuperMidget](#) on Sun, 18 Sep 2005 02:38:06 GMT

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Lmao.

Meds, PICs, and Hotties.

Subject: Re: What to do?

Posted by [Spoony_old](#) on Sun, 18 Sep 2005 08:11:21 GMT

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If your team hasn't got a bunch of meds spread around the map then they suck, it's that simple.

Subject: Hey, im new

Posted by [XBladeTRM](#) on Sun, 18 Sep 2005 08:37:40 GMT

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Hey guys im new to the forums. Just registered yesterday

Subject: Images????

Posted by [XBladeTRM](#) on Sun, 18 Sep 2005 08:44:20 GMT

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How do u get a image next to ur name on these forums?

Subject: Re: What to do?

Posted by [Dr. Lithius](#) on Sun, 18 Sep 2005 10:03:32 GMT

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Firstly, don't double-post.

Secondly, wrong topic.

Thirdly, you're an idiot.

Fourthly, to quote my favorite actor "Gene Wilder". . ."You get nothing! You lose! Good day, sir!"

Subject: Re: What to do?

Posted by [Jecht](#) on Sun, 18 Sep 2005 13:00:19 GMT

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dude, hes new. Lay off of him. The image next to your name is called an avatar. there is an option to upload one in the "UserCP" at the top.

Subject: Re: What to do?

Posted by [Sniper_De7](#) on Sun, 18 Sep 2005 13:33:25 GMT

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What the fuck is your problem anyhow Joseph Collins? Do you go around looking for people to deliberately cuss them out? God forbid someone be NEW to the internet in its entirety and doesn't know how to correctly use a forum. If I went around cussing every guy who sucked ass at renegade because i was better than them, only then would I lower myself to your standards. Now doesn't that sound just a tad bit wrong to you?

Subject: Re: What to do?

Posted by [Dr. Lithius](#) on Sun, 18 Sep 2005 23:12:04 GMT

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No. Not really. Sometimes, the best way to teach people is to be as harsh as possible. It's the only way some people learn.

See, I have zero tolerance for inane stupidity the likes of which was shown by XBladeTRM here, although I don't show it a lot of the time. I mean, seriously. How often do you see me sit there and chew out new users for seemingly nothing? I don't generally do outbursts. This is part of the reason why. It seems like because it's so out-of-the-ordinary for me, the instant I hunker down on some poor new guy for being a complete and utter dipshit, some of you decide I'm out of line and start railing on me. It's more than enough that gbull, a elder member, has said something. That, Sniper_De7, should be good enough for you. "Please to getting of the bent," De. Thank you.

Subject: Re: What to do?

Posted by [Lijitsu](#) on Mon, 19 Sep 2005 01:35:55 GMT

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Gbull isn't a Moderator. Gbull is just an old member, is all.

Subject: Re: What to do?

Posted by [Sniper_De7](#) on Mon, 19 Sep 2005 01:45:05 GMT

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Oh right, sorry. So insulting someone harshly when you act as though it's a last resort. Well at least it would seem that way since you said, "some people". But please, keep insulting. I was in the wrong and you aren't.

why would you just out-of-the-blue go rant off on a guy who's new? If you want to be helpful, try by being nice and informative. Not "you're an idiot".

I mean do you seriously think insulting a new guy is not out of line? Why don't you just give him more incentive to not play this game?

Subject: Re: What to do?

Posted by [Jecht](#) on Mon, 19 Sep 2005 03:46:51 GMT

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I'm not really a senior member. You should not publicly tell off new people. Things like this can be better said over a personal message.

Subject: Re: What to do?

Posted by [flyingfox](#) on Mon, 19 Sep 2005 12:03:15 GMT

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new people however should read the rules. if they did, they would realise they should make a new topic about stuff like that. don't we even have a welcoming topic that explains his question?

sorry this has nothing to do with the topic. well dealing with 5 flame tanks minus the stank will be difficult too. what everyone has said is what you should use against them. but the topic starter, I think, was trying to say "what should you do if you see them coming and you aren't prepared". well you're screwed. quickly build meds and get mobius, PIC sydney's and hotwires to defend the likely buildings. even then they might get one of your buildings before they die, and if you lose the AGT, it's hell.

Subject: Re: What to do?

Posted by [Sniper_De7](#) on Mon, 19 Sep 2005 12:33:56 GMT

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Firstly, he said he was new, which means he might (and most likely) not know about the edit feature. Same with him not knowing about stickies. But even BESIDES that point - There is nothing about saying you can't double post. However, There is a rule that says you can't deliberately spam to get post count, and given this situation, I do not think he's exactly racing to

get 350 right now. and EVEN if there WAS a rule against double posting, I'm sure there are exceptions to them for new people. A person cannot automatically assume a user has used the internet for over a year and has been to other forums.

Subject: Re: What to do?

Posted by [danpaul88](#) on Mon, 19 Sep 2005 20:15:09 GMT

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If you have no defenses prepared your best bet is to flood the AGT (or other target building) with engineers / hotwires to keep it alive, while you destroy the flamers with whatever weapons you can get your hands on, vehicles if possible.

Subject: Re: What to do?

Posted by [SuperMidget](#) on Tue, 20 Sep 2005 16:35:34 GMT

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XBladeTRM is an E-Terrorist undercover.

Subject: Re: What to do?

Posted by [xtaro](#) on Wed, 21 Sep 2005 18:52:50 GMT

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3-5 mobies + some Pic (prhaps a med) can defend against a fairly large rush if they organize themself and not stand there spraying till they get run over....
it also helps if you have a couple noobs with final

Subject: Re: What to do?

Posted by [Jecht](#) on Thu, 22 Sep 2005 16:30:07 GMT

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your avatar sucks.

Subject: Re: What to do?

Posted by [mrpirate](#) on Thu, 22 Sep 2005 17:05:48 GMT

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Drugs are cool.

Subject: Re: What to do?
Posted by [Dave Mason](#) on Thu, 22 Sep 2005 20:19:54 GMT
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Didn't you hear gbull?

Subject: Re: What to do?
Posted by [Jecht](#) on Thu, 22 Sep 2005 22:18:21 GMT
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oh my god, when did this happen? Dave, this is all your fault.

Subject: Re: What to do?
Posted by [Dave Mason](#) on Thu, 22 Sep 2005 22:33:08 GMT
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How did what happen? Drugs have always been cool. Just like smoking.

Subject: Re: What to do?
Posted by [Dr. Lithius](#) on Fri, 23 Sep 2005 13:09:15 GMT
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Marijuana's not a drug. . . Not. . .an illegal drug, anyway. . . >_> <_< *cough*

Subject: Re: What to do?
Posted by [Dave Mason](#) on Fri, 23 Sep 2005 17:07:09 GMT
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Who said anything about legalities?

Subject: Re: What to do?
Posted by [karmai](#) on Thu, 29 Sep 2005 14:12:30 GMT
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control the field so they never have the chance to get in your base

Subject: Re: What to do?
Posted by [Renerage](#) on Fri, 14 Oct 2005 23:19:43 GMT
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Depends what map, if its field, you should be able to see them coming if you have one person as a scout.

Then, PIC, gunners and Meds all the way. If you dont have Wep factory, you better have 15 mobiuses on the team and pray they dont have following snipers.

Mesa, if they come from middle, it pinches them into a point and makes it easier for the AGT and PIC to take em out.

If they come from side, hope for the best.

Field, depends really, you can see them coming from their own base if your smart which should give you a lot of time to prepare, may sound stupid, but i would mine the tunnels and get in the AGT and prepare for a pounding.

Galcier, i hate this map, always have so i wont comment on it.

That is pretty much it, i think that Siege, also pinches to a bottle neck for weasy disposing providing there isnt that one annoying point-whoring idiot in an arty for the whole game. If they come from the other side, station your meds in front of the WF and pound em, their superior range and speed will make short work providing there isnt a hottie following, if theyre is, get a sniper or tell someone to kill em.