
Subject: Cool Strategy

Posted by [steve8274](#) on Tue, 16 May 2006 20:08:06 GMT

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I was just reading back over some of the older posts and i read about getting hummvees in the barracks. well i thought it would be cool for nod to put c4 all over a buggy and ram the buggy into the master control terminal and kill the building. Imagine all the "wtfs"

Subject: Re: Cool Strategy

Posted by [Dave Mason](#) on Tue, 16 May 2006 22:31:13 GMT

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Except you can't get a buggy in a building.... Can you?

Also, in the time it takes to actually get the vehicle inside (server rules aside) you could have gone in, planted all c4, waited for it to explode, gone downstairs for a coffee, popped out for a newspaper and fed the ducks.

Subject: Re: Cool Strategy

Posted by [steve8274](#) on Tue, 16 May 2006 23:45:26 GMT

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yeah i think you can get a buggy in a building. If the rules let you get vechs in the building you should use the opportunity. And buggys cost 300 (i think) and are fast and a tech costs 350, plus the buggy would be fun.

Subject: Re: Cool Strategy

Posted by [Atomicway](#) on Tue, 16 May 2006 23:58:38 GMT

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Yes both Buugies and Hummvees fit inside and why not use remotes faster to explode and just put like 20

Subject: Re: Cool Strategy

Posted by [steve8274](#) on Wed, 17 May 2006 00:04:41 GMT

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yeah i didn't mean prox, i hate those anyway lol (unless of course for mining)i was trying to think of a way to kill in a small game, or just have fun with your friends.

Subject: Re: Cool Strategy
Posted by [Sniper_De7](#) on Wed, 17 May 2006 01:08:22 GMT
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Atomicway wrote on Tue, 16 May 2006 18:58 Yes both Buugies and Hummvees fit inside and why not use remotes faster to explode and just put like 20

um, sorry but only humvees can get inside buildings, or at least the normal default buildings...

Subject: Re: Cool Strategy
Posted by [steve8274](#) on Wed, 17 May 2006 01:51:18 GMT
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Yeah, your right, this will only work with gdi, the buggys are just a little bit too big to fit inside the gdi buildings, but right now im testing to see if i can pull it off. (first on LAN alone then on small game, then maybe a large one)

Just learned something... this doesn't work.

i parked a hummer in front of mct did the countdown (hey im bored.) and detonate and it does nothing...

this is stupid no one else waste their time doing this.

Subject: Re: Cool Strategy
Posted by [Tunaman](#) on Wed, 17 May 2006 04:28:15 GMT
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Yeah, one time me and a friend did this while we were sbh's.. We would pile on about 60 remotes onto one of us, walk right up to the MCT and blow them.. It basically did nothing. We even tried it twice..

Subject: Re: Cool Strategy
Posted by [Atomicway](#) on Wed, 17 May 2006 22:11:34 GMT
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I have gone into a building with a buggy but w/e

Subject: Re: Cool Strategy
Posted by [Sniper_De7](#) on Wed, 17 May 2006 22:35:03 GMT
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can i see a screenshot of how you did it.

Subject: Re: Cool Stratety
Posted by [ripred999](#) on Fri, 19 May 2006 20:24:25 GMT
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BAD IDEA

WONT WORK UNLESS ALL THE PPL IN THE OTHER BASE ARE GONE SOMEWHERE AND
EVEN THEN IT WONT DEAL MUCH DAMAGE

Subject: Re: Cool Stratety
Posted by [Tzar469](#) on Thu, 29 Jun 2006 16:01:25 GMT
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The C4s have to be on the MCT before they damage the building . Or idea will have little or no
effect on the building.

Subject: Re: Cool Stratety
Posted by [danpaul88](#) on Thu, 29 Jun 2006 22:23:30 GMT
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MCT's take virtually no splash damage, so unless the C4 is actually physically on the terminal it
will not damage it whatsoever. The reasoning behind this was to prevent rocket soldiers and such
being able to wipe out buildings with splash damage, or damaging the mct with splash from
outside.

Subject: Re: Cool Stratety
Posted by [karmai](#) on Mon, 10 Jul 2006 13:36:27 GMT
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Wont work, buggies dont fit into the building.. and unless the c4 is actually ON the mct, the
amount of damage you are going to do isn't going to be nearly enough to kill it.

Subject: Re: Cool Stratety
Posted by [Torn](#) on Mon, 10 Jul 2006 20:19:42 GMT
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this isnt half my stategy oh no it isnt id like to see it to HALF of it and dont think its a nub one cuz i
alredy tried it

Subject: Re: Cool Strategy
Posted by [Tzar469](#) on Tue, 11 Jul 2006 04:56:25 GMT
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Proxy mines only blow up when there is an enemy near it. Buildings do not set it off.

Subject: Re: Cool Strategy
Posted by [rs4015](#) on Fri, 25 Aug 2006 06:11:29 GMT
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yet what would be fun to do is put prox mines on ur teammates, they wont get damaged but if anyenemy comes near they would definetly get damaged thus passively protecting teammates (especially teammates with beacon)

Subject: Re: Cool Strategy
Posted by [Sniper_De7](#) on Fri, 25 Aug 2006 11:22:27 GMT
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No.

Subject: Re: Cool Strategy
Posted by [MexPirate](#) on Fri, 25 Aug 2006 11:25:22 GMT
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tigerback4014 wrote on Fri, 25 August 2006 01:11yet what would be fun to do is put prox mines on ur teammates, they wont get damaged but if anyenemy comes near they would definetly get damaged thus passively protecting teammates (especially teammates with beacon)

don't worry about the mine limit of course, or the amount of time you waste doing that, or the fact that your friend with a beacon is now covered in bright yellow mines or that one sniper hs and he's dead and the whole thing was a waste of time, or that anyone with a tiny it of sense would back away if they saw a walking mine field coming towards them.

Good Plan!

Subject: Re: Cool Strategy
Posted by [futura83](#) on Fri, 25 Aug 2006 11:43:14 GMT
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only place that strategie is gonna work is in a co-op server, as the mine limit isnt important as placing mines for ai is pointless.

Subject: Re: Cool Stratety
Posted by [jnz](#) on Fri, 25 Aug 2006 15:23:12 GMT
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lol, i somtimes put prox mines on poeple (about 2 or 3) and wait to here the "boink" it is really quite funny.

Subject: Re: Cool Stratety
Posted by [Tunaman](#) on Fri, 25 Aug 2006 19:47:37 GMT
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Flaming SBH > all.

Subject: Re: Cool Stratety
Posted by [futura83](#) on Fri, 25 Aug 2006 19:58:54 GMT
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Ralphzehunter wrote on Fri, 25 August 2006 14:47Flaming SBH > all.

flaming sbh = complete waste of money

Subject: Re: Cool Stratety
Posted by [Dover](#) on Fri, 25 Aug 2006 20:55:08 GMT
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This strategy belongs on the shelf labeled "Useless", or in the crapper, whichever is closest at the moment.

MCTs don't take splash damage. The C4 must actually be stuck on the MCT for it to take any damage. This is just a waste of money and effort.

Subject: Re: Cool Stratety
Posted by [Tunaman](#) on Fri, 25 Aug 2006 22:04:07 GMT
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the17doctor wrote on Fri, 25 August 2006 15:58Ralphzehunter wrote on Fri, 25 August 2006 14:47Flaming SBH > all.

flaming sbh = complete waste of money

Why so..? It works a lot better than many of the other things that were talked about and doesn't

use up the mine limit. I've also never been to a server where flaming sbh's weren't allowed, lol.

Subject: Re: Cool Stratety

Posted by [futura83](#) on Fri, 25 Aug 2006 22:39:18 GMT

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well, for starters, it's a waste of cash as it takes away the sbh's stealth ability, and will affect the mine limit.

it's just stupid

Subject: Re: Cool Stratety

Posted by [Sniper_De7](#) on Fri, 25 Aug 2006 23:15:00 GMT

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He's talking about timed c4 on an sbh. Least I think, flaming anything is pretty retarded.

Subject: Re: Cool Stratety

Posted by [Jimbo27](#) on Mon, 28 Aug 2006 02:49:39 GMT

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Sniper_De7 wrote on Fri, 25 August 2006 19:15He's talking about timed c4 on an sbh. Least I think, flaming anything is pretty retarded.
FLAMING APC OWNS.

Subject: Re: Cool Stratety

Posted by [mrpirate](#) on Thu, 31 Aug 2006 01:02:50 GMT

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Sick fucking thread title.

Subject: Re: Cool Stratety

Posted by [Tzar469](#) on Sun, 10 Sep 2006 03:35:44 GMT

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mrpirate wrote on Wed, 30 August 2006 18:02Sick fucking thread title.

I agree.

Subject: Re: Cool Strategy
Posted by [futura83](#) on Sun, 10 Sep 2006 09:09:54 GMT
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...and you just bumped it up

Subject: Re: Cool Strategy
Posted by [jnz](#) on Fri, 15 Sep 2006 18:36:08 GMT
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dont worrie he is just incresing his post count:

11 Messages(s) (0.14 average messages per day)

Subject: Re: Cool Strategy
Posted by [Sniper_De7](#) on Fri, 15 Sep 2006 18:47:06 GMT
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0.14 messages a day is not very much. However, 10 is. Least when he bumped it he managed to say something about the topic.

Subject: Re: Cool Strategy
Posted by [jnz](#) on Fri, 15 Sep 2006 18:50:24 GMT
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Sniper_De7 wrote on Fri, 15 September 2006 19:47. 0.14 messages a day is not very much. However, 10 is. Least when he bumped it he managed to say something about the topic.

i was being sarcastic, plus when i am at the computer i hang around renegadeforums.com.

Subject: Re: Cool Strategy
Posted by [JohnDoe](#) on Sat, 16 Sep 2006 18:23:50 GMT
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Or code bots!!!11

I don't even wanna know how pasty this nerd's skin is,,,,,,

Subject: Re: Cool Strategy

Posted by [futura83](#) on Sat, 16 Sep 2006 18:27:04 GMT

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JohnDoe wrote on Sat, 16 September 2006 13:23Or code bots!!!11

I don't even wanna know how pasty this nerd's skin is,,,,,,

what a retarded thing to say...

Subject: Re: Cool Stratety

Posted by [Veyrdite](#) on Sun, 17 Sep 2006 09:44:11 GMT

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what happend to the original reason for this post?

Subject: Re: Cool Stratety

Posted by [Tzar469](#) on Mon, 18 Sep 2006 05:03:26 GMT

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It died. It was a useless idea anyhow.

P.S: Their onto me...

Subject: Re: Cool Stratety

Posted by [jnz](#) on Mon, 18 Sep 2006 06:44:38 GMT

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tzar469 wrote on Mon, 18 September 2006 06:03It died. It was a useless idea anyhow.

P.S: Their onto me...

what died?

Subject: Re: Cool Stratety

Posted by [Sniper_De7](#) on Mon, 18 Sep 2006 11:15:03 GMT

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Have you tried looking in the post above his?

Post count +1

Subject: Re: Cool Strategy
Posted by [futura83](#) on Mon, 18 Sep 2006 15:07:51 GMT
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Sniper_De7 wrote on Mon, 18 September 2006 12:15Have you tried looking in the post above his?

Post count +1

/me thinks you post stuff like that to increase your post count

Subject: Re: Cool Strategy
Posted by [mrpirate](#) on Mon, 18 Sep 2006 20:19:20 GMT
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That's why he has 0.59 posts per day. Dipshit.

Subject: Re: Cool Strategy
Posted by [futura83](#) on Mon, 18 Sep 2006 20:24:18 GMT
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mrpirate wrote on Mon, 18 September 2006 21:19That's why he has 0.59 posts per day. Dipshit.

tell me, why does that matter?

he posted that for no particular reason at all

there was no reason to post it.

Subject: Re: Cool Strategy
Posted by [StealthEye](#) on Mon, 18 Sep 2006 20:30:54 GMT
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Seriously though, Sniper_De7's posts about the post counts were not useful either. Some people just like to reply to every topic they see. If you really have a problem with that, go talk to him in PM.

I found this "oh no, help-linux wants to increase his post count" discussion far more annoying than any of help-linux posts.

All of these (including my reply here) were totally off topic (not that the topic was that useful anyway). I recommend closing this topic as it has no use whatsoever and if you really want to continue it please continue in private...

No offence meant, I just don't see the point in this at all. Sorry for just another post on this "discussion".

Subject: Re: Cool Strategy

Posted by [Sniper_De7](#) on Mon, 18 Sep 2006 21:20:52 GMT

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the17doctor wrote on Mon, 18 September 2006 15:24mrpirate wrote on Mon, 18 September 2006 21:19That's why he has 0.59 posts per day. Dipshit.

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There was no reason to post it? He asked a question (albeit, a dumb one) and I answered it. It's not my fault he asked such a stupid question.

If you want me to stray back on topic, the topic was putting c4 and ramming into a building - this does not work. In fact, if you want some GOOD advice (pertaining to the tactics and strategy section) I'll go ahead and say that if you want to be decent in renegade, you want to focus on being good with tanks. You're more useful to a team if you're really good in a tank. If you can hit every shot, you're worth a hell of a lot more than the guy wasting the vehicle limit trying to run into shit with c4 on him only to be destroyed and him losing money. You're also worth more than the people who waste their time away scavenging the field looking for tanks and hoping that people are dumb enough to get out of the tanks for a long period of time (ie if they have an engee) rather than the tank pilot repairing with a hotwire, for short spans, or repairing in the tiberium where you can see if an sbh is coming. There, I've just given the community advice about renegade that'll do anything you could ever say in here. I hope you're certainly happy contributing so much to tactics and strategies part of the forum.

Subject: Re: Cool Strategy

Posted by [jnz](#) on Mon, 18 Sep 2006 21:47:07 GMT

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tiberium lol, i don;t know what server you play on but that normally kills you in about 20 seconds

Subject: Re: Cool Strategy

Posted by [mrpirate](#) on Mon, 18 Sep 2006 22:10:39 GMT

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I guess your stupidity in real life directly corresponds with an inability to play Renegade.

Subject: Re: Cool Strategy

Posted by [Sniper_De7](#) on Mon, 18 Sep 2006 23:43:26 GMT

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help-linux wrote on Mon, 18 September 2006 16:47Sniper_De7 wrote on Mon, 18 September 2006 22:20the17doctor wrote on Mon, 18 September 2006 15:24mrpirate wrote on Mon, 18 September 2006 21:19That's why he has 0.59 posts per day. Dipshit.

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people who waste their time away scavenging the field looking for tanks and hoping that people are dumb enough to get out of the tanks for a long period of time (ie if they have an engee) rather than the tank pilot repairing with a hotwire, for short spans, or repairing in the tiberium where you can see if an sbh is coming. There, I've just given the community advice about renegade that'll do anything you could ever say in here. I hope you're certainly happy contributing so much to tactics and strategies part of the forum.

tiberium lol, i don;t know what server you play on but that normally kills you in about 20 seconds

Yeah, tiberium kills you. But apart from taking a chance by getting out of your vehicle on the field, the only other optino is to go into your base to repair, but if you're going to go into your base to repair, you might as well refill your hotwire. So instead of going back to your base every single time you get low on HP, repair your med tank to about 400 HP - 600 HP (2/3rds health) in the tiberium, eventually you will get low on health by repairing in the tiberium, but at least you stayed out into the field and you spent less time going back to base. (I like to tend to keep my health at half, that way people shooting my med tank won't get any points, then again you have to be good enough to kill tanks with only half health) I mean, when you're in a tank your hotwire isn't going to get damaged, so you might as well use that to your advantage by using the health your hotwire has, and sacrificing it to repair it in the field. Also, what's cool about Under.mix, is that right inside the tiberium there are rocks that you can go on and repair the tank. Also, sometimes when I'm playing I use remotes to kill stuff faster, so I have to go back and refill for more anyways. But you're right, I don't know what I'm talking about. I'm probably the worst player to have ever played this game. Yeah. Uh huh.

Subject: Re: Cool Stratety
Posted by [jnz](#) on Tue, 19 Sep 2006 23:49:49 GMT
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Sniper_De7 wrote on Tue, 19 September 2006 00:43help-linux wrote on Mon, 18 September 2006 16:47Sniper_De7 wrote on Mon, 18 September 2006 22:20the17doctor wrote on Mon, 18 September 2006 15:24mrpirate wrote on Mon, 18 September 2006 21:19That's why he has 0.59 posts per day. Dipshit.

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what? i never said you were a bad player. we all have are stratagies, i very rarely get vehicals because i prefer to use the railgun/PIC or volt. i didn't mean what i said in a sarcastic way, i didn't think about it before i posted. i thought that you would repair the vehical to full health. also you could call me a n00b for this but i find it affective, if i dont have enough health to get back to saftey from attacking tanks i drive to the attacking tank let him destroy my tank. then unload all the C4 i have on him. if the affending tank is near his base (with defences) i go get killed by the defences. that way i get returned to base without increasing his kill count. although you could argue that his points will go up from the kill. but if that tank has engi support you may aswell get a \$1000 character and kill him.

Subject: Re: Cool Straty

Posted by [Sniper_De7](#) on Wed, 20 Sep 2006 00:16:00 GMT

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Unfortunately, infantry aren't very effective and aren't useful comparing with tanks. As for getting in tank fights, I never really put myself into the position to really get killed a lot, i mean if it's being attacked from a side my team didn't protect well and I figured they could handle it, meanwhile getting shot from another side, i'll die on the occasion. As for c4ing vehicles, when mine dies,

they're usually smart enough to not allow a person to get up close and usually back away, so i usually kill myself and buy another tank asap.

And yeah, you thought the idea of repairing in the tiberium was stupid, don't deny it. If you would have realized how smart it was, you wouldn't have said what you did. Which is besides the point, because I still *do* repair tanks to full sometimes, it's not like it takes a giant amount of time to repair a vehicle. I often times just repair about 100 health and then go back in the tank, until I get the health I want. A lot of the things like this I figure out for myself. Thing's like getting out of the copter mid-air and repairing it as you fall down so it's basically like you're not giving much of a chance of an sbh to snatch it since it goes on the ground for a split second, not to mention it's awesome to kill a whole bunch of people, get out repair and then hop back in (all in a matter of one or two seconds) and you just repaired what health you lost fighting the infantry. Thing's like using the cover of the bridge/pillars/billboard doesn't seem to enter people's minds. I have plenty of more types of "tactics" like this that I could hand out. Only it was be a big colossal waste of time because no one really listens.
