

---

Subject: C&C Renegade

Posted by [R3N3G1DE](#) on Sat, 07 Jul 2007 01:04:23 GMT

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

---

## GDI Characters

### Soldier

This is the standard GDI assault infantry unit. It has only the basic combat training, but their lack of combat education is compensated with automatic weaponry. Each unit is equipped with the Raptor Auto Rifle, which is particularly useful against infantry, but can be used against light armored vehicles as well.

### Shotgun Trooper

This fellow is not someone you want to meet up close. Dispensing fragmented bullets in each shot can, and is quite damaging in close range, especially when aiming to the head. This guy is great for close support for offensive Engineers and for defending the base against infantry and enemy Engineers.

### Grenadier

The Grenadier is a specialized, highly motivated infantry unit. Entrusted with the standard-issue Kestrel Grenade Launcher, Grenadiers are often deployed immediately behind frontline minigunners and Grunts to lend suppressive fire support and to punch holes through fortified enemy emplacements with their high explosive rounds. Friendly troops -- including free-wheeling commandos -- would do well to know the whereabouts and activities of nearby Grenadier teammates; collateral damage and friendly fire from Grenadiers is a constant concern out on the battlefield.

### Engineer

Engineers play a crucial role in the GDI war effort. Enlisted right out of college, they are often deployed on the frontlines to perform particularly hazardous functions such as disarming explosives and sabotaging enemy structures. Without the burden of a machine gun or other heavy weapon, Engineers are free to carry a full load of explosive devices. Perhaps their most important task is the repairing of friendly vehicles and structures with standard issue Gizmo repair guns. Complex, expensive vehicles benefit greatly from this type of battlefield support. It is not uncommon to see legions of Engineers trailing in the dusty wake of a rolling fleet of Mammoth Tanks.

### Officer

Versatile, resourceful, and tough, this GDI soldier is much more than your average grunt. The Officer is one of the most indispensable infantry, as crucial in highly orchestrated assaults as he is for emergency defense. Officers are mentally equipped as well; these soldiers are trained to keep their cool during tense combat situations. With a chain fed machine gun and a heavier armor, they are certainly fierce units.

### Rocket Soldier Officer

The Rocket Soldier Officer is a true specialist in his field, wielding his Rocket Launcher as if a natural extension of his arm. Deadly to anyone and everyone, extremely potent against slow moving vehicles both heavy and light armored. Great at distracting snipers and narrowing their

field of view.

#### Deadeye

Part of GDI's legendary Dead-6 commandos, his nickname is very much accurate, he has a deadly eye, capable of immobilizing any foot soldier from afar. This guy is certainly a great asset in the war against Nod. Having no heavy weapons makes this guys extremely vulnerable to vehicle assaults.

#### Dr. Mobius

Much like his Nod counterpart, Mendoza, Dr. Mobius is deadly with his trusted Volt Auto Rifle. Great for close support against both infantry and vehicles. Relative low armor and medium-short range of the Auto Volt Rifle are his main and perhaps only weaknesses.

#### Havoc

The Ramjet sniper rifle makes Havoc one of the strongest infantry on the battlefield, much like his Nod counterpart, Sakura. With one shot one kill against infantry, a sniper scope and a jet propelled bullet that can pierce armor as well as straight lines of infantry. So watch it, in Friendly Fire games. He is especially lethal against aircrafts. While not destroying them with one shot, he is a valuable weapon against aircraft assaults.

#### Hotwire

This Dead-6 commando, repairing both vehicles and buildings at double the speed of regular Engineers and carrying a load of proximity C4s to mine the bases against Nod invasions, can and does help greatly in the campaigns against Nod. This unit is the only GDI unit that can take out a building all by herself.

- Continuing GDI Characters - Next: 3 More Characters... ~Max Pictures = 10~

---

---

Subject: Re: C&C Renegade

Posted by [R3N3G1DE](#) on Sat, 07 Jul 2007 01:05:50 GMT

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

---

#### Gunner

Undoubtedly the best GDI heavy weapons unit. Wielding quite a punch with his rocket launcher. Great against absolutely everything. Vehicles, both light and heavy armored, infantry and even snipers... Great at causing distractions, defending the base and supporting organized attacks.

#### Patch

Equipped with his trusty Tiberium Flechette Rifle, he can take down Nodies left and right. Stealth Tanks? Ha! Let them taste the bitterness of Tiberium from his hands! This is not an assault unit. Defense and and close support is the name of the game with Patch.

#### Sydney

Whether she is using her simple Tiberium rifle or the Prototype Assault Suit equipped with a powerful Personal Ion Cannon, she is deadly against most everything, the only difference is the amount of time she'll take to kill a pesky Nod or his vehicle. The Tiberium rifle is great for vehicles and infantry. But using the Portable Ion Canon is risky... She can't defend herself that well with it.

But it's a damn fine weapon. Mowing down straight lines of infantry in one shot and causing great damage to vehicles.

---

---

Subject: Re: C&C Renegade

Posted by [R3N3G1DE](#) on Sat, 07 Jul 2007 01:18:15 GMT

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

---

#### NOD Characters

##### Soldier

This is the standard Nod assault infantry unit. It has only the basic combat training, but their lack of combat education is compensated with automatic weaponry. Each unit is equipped with the Raptor Auto Rifle, which is particularly useful against infantry, but can be used against light armored vehicles as well.

##### Shotgun Trooper

This fellow is not someone you want to meet up close. Dispensing fragmented bullets in each shot can, and is quite damaging in close range, especially when aiming to the head. This guy is great for close support for offensive Engineers and for defending the base against infantry and enemy Engineers.

##### Flamethrower

These guys are hot (literally, not in the way you might consider Hotwire, Sydney or Sakura ), they are perhaps the most effective basic infantry to use against buildings and vehicles. Their Flamethrowers incinerate buildings in seconds when in large groups, and are very efficient especially when grouped with trigger happy Nod minigunners and Shotgun infantry to protect them from defending enemy troops.

##### Engineer

Engineers play a crucial role in the Nod war effort. They are often deployed on the frontlines to perform particularly hazardous functions such as disarming explosives and sabotaging enemy structures. Without the burden of a machine gun or other heavy weapons, Engineers are free to carry a full load of explosive devices. Perhaps their most important task is the repairing of friendly vehicles and structures with standard issue 'Gizmo' repair guns. Complex, expensive vehicles benefit greatly from this type of battlefield support.

##### Officer

Officers have a better training than the standard assault infantry and have authority to radio command for reinforcements (in single player). Each Officer is equipped with a belt-fed machine gun which has a faster rate of fire than the standard Auto Rifle. Officers can also take more damage than the basic infantry soldiers.

##### Rocket Soldier

The Rocket Soldier is a true specialist in his field, wielding his Rocket Launcher is if a natural extension of his arm. Deadly to anyone and everyone, extremely potent against slow moving vehicles both heavy and light armored. Great at distracting snipers and narrowing their field of view.

##### Chemical Warrior

Nod Black Hand soldiers who undergo higher-level weapons training are often promoted to Chemical Warriors, a veritable chemical war machine in infantry form. These soldiers wield V2 "Venom" model chemical distributors, which spray lethal streams of highly volatile Tiberium

compound. The weapon is based on a non-combat model used to spray Tiberium fields with fertilizing chemicals. Deadly misuse of this model in the Tiberium fields inspired Nod scientists to modify the sprayer for combat use. This is the only infantry unit, other than mutants, that can withstand direct Tiberium contact, thanks to their isolating suits.

#### Technician

Nod's best Engineers are promoted to Technicians, they are better than the regular Engineer in every way, repairing buildings and vehicles at double the speed and also carry a full load of proximity mines. Extremely vital to Nod's war effort, they defend bases, repair buildings and vehicles and also great at sabotage. This is the only Nod character that can take out a whole building all by itself.

#### Black Hand Chameleon

These are certainly the elite of the Black Hand (which makes them the elite of the elite). It really takes a special kind of man (or woman) to be admitted into the ranks of the Black Hand Chameleons. Except for the obvious need in extreme physical excellence, these Black Hands need to have great mental strength as well. Equipped with a specially designed stealth suit and a fast shooting Laser Rifle, these guys are ghosts on the battlefield, they can easily sneak behind enemy lines and enemy snipers and infiltrating enemy bases. GDI ranks are flowing with fear spreading stories about Mammoths driving on their own bombarding GDI troops and buildings, and other ghost stories like doors opening with no apparent reason. Not many have lived to tell about an encounter with one of these Nod ghosts.

#### Black Hand Heavy Weapons Specialist

These are the guys you want on the front lines providing close support against enemy armor. Their specially designed Laser Chaingun can pierce through armor like butter, and it's rapid fire certainly gives it an edge in quickly destroying heavily armored vehicles. When defending, these guys are great against slow-moving-long-range enemy armor, such as the MRLS or even the Mammoth Tank. But... these large, hand carried weapons make these Black Hands an easy target for enemy snipers and other fast moving infantry.

- Continuing NOD Characters - Next: 4 More Characters... ~Max Pictures = 10~

---

---

Subject: Re: C&C Renegade

Posted by [Dave Anderson](#) on Sat, 07 Jul 2007 01:22:10 GMT

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

---

Not to sound rude or anything, but what is the point of this?

---

---

Subject: Re: C&C Renegade

Posted by [R3N3G1DE](#) on Sat, 07 Jul 2007 01:24:22 GMT

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

---

So that people that ain't experienced would notice how things work?

---

---

Subject: Re: C&C Renegade

Posted by [Canadacdn](#) on Sat, 07 Jul 2007 01:39:25 GMT

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

---

What did you consume and how much of it before you made this thread?

---

Subject: Re: C&C Renegade

Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 07 Jul 2007 02:26:09 GMT

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

---

I think this should be stickied

---

Subject: Re: C&C Renegade

Posted by [IronWarrior](#) on Sat, 07 Jul 2007 02:29:00 GMT

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

---

We have a wiki for this, lol.

---

Subject: Re: C&C Renegade

Posted by [Dave Anderson](#) on Sat, 07 Jul 2007 02:39:50 GMT

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

---

Yep, <http://www.renegadewiki.com/>

---

Subject: Re: C&C Renegade

Posted by [R3N3G1DE](#) on Sat, 07 Jul 2007 03:23:06 GMT

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

---

[NEFobby[GEN] wrote on Fri, 06 July 2007 21:26] I think this should be stickied

I agree, I just recruited a person to buy this game, it would easily show him some aspects of these characters, and soon "tanks"

I disagree for the "recruited" person to go in game and find out how to play himself.

Please, think about it, what's there not to be stickied when it is formally about Renegade and it's characterization.

---

Subject: Re: C&C Renegade

Posted by [u6795](#) on Sat, 07 Jul 2007 03:23:43 GMT

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

---

lol

Wowzers.

---

---

Subject: Re: C&C Renegade

Posted by [R3N3G1DE](#) on Sat, 07 Jul 2007 03:27:37 GMT

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

---

#### Black Hand Sniper

These specially trained troops excel in their job. After being admitted to the Black Hand of Nod, which is quite an accomplishment in itself, the Black Hand trainers pick only those with the sharpest eyes and the quickest aiming reflexes, those and only those are then trained to be the best shooters of Nod's elite. The Black Hand snipers are a formidable defensive and offensive weapon, taking out enemy troops from the farthest of distances. These guys, however, are quite vulnerable in short range combat and can do next to nothing against incoming vehicles.

#### General Raveshaw

Raveshaw is a fierce heavy weapons specialist. Wielding the Laser Railgun, he is a manace to each and every vehicle on the battlefield. Best used defending the base from heavy armored vehicle attacks or providing much needed force on well crafted assaults, softening the heavy armored defense of the enemy. Raveshaw is extremely volnurable in one to one combat, even against the weakest of enemies. One should note that the Lase Railgun can pierce through lines of enemies, so, in theory, it can be quite effective against swarms of infantry... One shot one kill, or, in this case, one shot many kills. So; Line 'em up, shoot 'em down.

#### Mendoza

Mendoza is great for every occasion. Whether it is heavy armored or not. Infantry or vehicle. All sucumb to the might of the Volt Auto Rifle. Such a valuable infantry, however, should not go alone. While he can certainly wreck havoc, it is best to send him out with supporting infantry. While he can dish it out, he can't very well recieve it.

#### Sakura

Carrying the Ramjet sniper rifle makes Sakura one of the strongest infantry on the battlefield. With one shot one kill against infantry, a sniper scope and a jet propelled bullet that can pierce armor as well as straight lines of infantry. She is especially lethal against aircrafts. While not destroying them with one shot, she is a valuable weapon against aircraft assaults.

---

---

Subject: Re: C&C Renegade

Posted by [R3N3G1DE](#) on Sat, 07 Jul 2007 03:32:06 GMT

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

---

#### GDI Vehicles

### Armored Personnel Carrier (APC)

The Armored Personnel Carrier (APC) transports and protects up to five troops heading to and from battle locations. It carries a mounted M-60 machinegun.

### Harvester

This armor plated vehicle seeks out and scoops up raw Tiberium, then transports it to refineries for processing. It is slow and unwieldy and will need to be protected. Its good points are that it can take a beating before being destroyed and it is proficient at crushing infantry.

### Hum-Vee

An aggressive attack vehicle refined by GDI engineers, the Hum-vee is armed with a machine gun mount, making it perfect for routing infantry or taking out lightly armored targets. Its lack of armor makes it highly vulnerable to explosive weaponry, however, so "creative" driving may be required.

### Mammoth Tank

The Mammoth Tank is the most powerful vehicle in the game. Armed with dual 120mm cannons and Mammoth Tusk Missiles, this giant is a very versatile attack unit. These weapons help compensate for its lack of speed and mobility.

### Medium Tank

From its single barrel, the Medium Tank fires armor-piercing shells. It is faster, heavier and more destructive than Nod's Light Tank. This is one of the best all around vehicles in the game.

### Mobile Rocket Launch System (MRLS)

Mobile devastation. GDI's longest range attacker fires 227mm rockets and is effective against just about everything, including aerial threats. With no short range fighting ability, this unit needs close quarter backup.

### Orca

The Orca was designed to combat the Brotherhood of Nod's Apache chopper. This vertical takeoff and landing (VTOL) craft carries five salvos of TOW rockets.

### Transport Helicopter

Originally designed for quick, efficient field deployment, the Transport Helicopter provides transport for infantry.

---

Subject: Re: C&C Renegade

Posted by [R3N3G1DE](#) on Sat, 07 Jul 2007 03:39:29 GMT

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

---

### NOD Vehicles

#### Apache

Nod's Apache Helicopter is fast, mobile, and carries a large quantity of ammunition. It's used primarily against infantry and structures.

### Armored Personnel Carrier (APC)

The Armored Personnel Carrier (APC) transports and protects up to five troops heading to and from battle locations. It carries a mounted M-60 machinegun.

### Artillery

This massive cannon has great range and ballistic power. This unit is very slow. Any attacks using this unit have to be orchestrated carefully -- just getting the unit to its target can be difficult. However, once it gets within range, little stands in the way of its firepower.

### Buggy

This versatile all-terrain vehicle is as deadly as it is fast, boasting a machine gun turret for shoot-and-run tactics. To keep the Buggy light on its wheels, it sports minimal armor, and is best used against infantry and other lightly armored targets.

### Flame Tank

Particularly useful against infantry and structures, the Flame Tank can mow through swarms of infantry with little or no damage to itself. To top off its destructive capabilities, the flame tank is fast, able to avoid some of the slower firing weapons and get close to its target quickly.

### Harvester

An armor plated behemoth designed to scoop up raw, volatile Tiberium, the harvester is slow and clumsy. However, its usefulness for steamrolling whole platoons of Nod soldiers is not to be underestimated.

### Light Tank

This highly mobile tread vehicle, delivers maximum weaponry and personnel destruction with minimum weight, maintenance and weaponry. Faster than any other tank on the battlefield, these units can reach a target quickly.

### Stealth Tank

This lightly armored tank is equipped with the Lazarus shield, cloaking it from enemy sight. This shield is neutralized during firing, giving the tanks the ability to "appear" out of thin air. Although vehicles and most structures are not able to see the tank while cloaked, infantry and guard towers will reveal the tank if it gets too close to them.

### Transport Helicopter

Originally designed for quick, efficient field deployment, the Transport Helicopter provides transport for infantry.

---

Subject: Re: C&C Renegade

Posted by [R3N3G1DE](#) on Sat, 07 Jul 2007 03:45:14 GMT

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

---

### Weapons



#### Auto Rifle ("Raptor")

The Raptor is a standard assault rifle for both GDI and Nod. While it's particularly effective against infantry, it can be used against light armored vehicles as well.

#### Chain Gun ("Condor")

A belt-fed machine gun, improved by Han Industries to support the 7.62 NATO standard. Its high rate of fire makes it very deadly against all infantry.

#### Chemical Sprayer ("Venom")

The newly developed Chemical Sprayer is based on a non-combat model once used for spreading liquid fertilizer over Tiberium fields. The Chem Sprayer is capable of sending a spray of volatile Tiberium compound over a wide area, making it effective for use against massed troops. Hazardous materials suit definitely required.

#### Grenade Launcher ("Kestral")

The Kestral Grenade Launcher fires grenades that will explode on impact. Not as practical as the Rocket Launcher, but still useful against vehicles, even structures.

#### Flame Thrower ("Dragonfly")

The flamethrower fires a deadly stream of flaming gasoline at its target. It's not as powerful as in Tiberian Dawn, but still powerful enough to burn someone who is already a bit low on health.

#### Ion Cannon Beacon ("Godsend")

This beacon is used to call an Ion Cannon strike from orbit. This deadly strike will destroy any structure and damage all infantry inside or nearby.

#### Laser Chaingun ("Tarantula")

The Tarantula is a chain driven, portable, micro obelisk module. Its best use is against tanks, but it can be deadly against infantry as well, if fired accurately, of course.

#### Laser Rifle ("Firefly")

The Firefly is a laser powered portable obelisk module which does the same amount of damage as the Tarantula, just at a slower rate.

#### Mass Driver ("Scorpion")\*

Accurate and deadly. The Scorpion can be used against both infantry and vehicles. A few direct shots can do some heavy damage to any vehicle, while a direct head shot kills every infantry unit.

#### Nuclear Strike Beacon ("Retribution")

The Nuclear Strike Beacon is used as a targeting device for nuclear missile strikes. It does exactly the same amount of damage as Ion Cannon.

- Weapons - Next: 13 More Weapons... ~Max Pictures = 10~

---

---

Subject: Re: C&C Renegade

Posted by [R3N3G1DE](#) on Sat, 07 Jul 2007 03:52:56 GMT

#### Shotgun ("Vulture")\*

Ideal for close combat with single foes, the pump shotgun is the weapon of choice for seasoned military types. This Vervack SDT-B Vulture model boasts a black synthetic stock and a rust resistant finish to compliment the overall appearance.

#### Personal Ion Cannon ("Merlin")

This highly destructive portable weapon is as powerful as it is accurate, which makes it a good choice in every situation. Its only drawback is the long recharge time.

#### Proximity C4 ("Feather")

The Feather C4 Proximity mine is good against a variety of mobile targets.

#### Ramjet Rifle ("Hawkeye")\*

This rifle fires jet propelled shells. The equipped scope makes it perfect for sniping. With a single head shot, you can kill any infantry unit in the game.

#### Repair Gun ("Gizmo")\*

The Gizmo Repair Gun is used for quick repairs in the battlefield. It can repair infantry units, vehicles, and base defenses quickly and effectively. It also disarms C4 and beacons.

#### Remote C4 ("Hair-Trigger")

The Remote C4 can have all sorts of uses. From distractions to ambushes, it's always useful to have one of these.

#### Rocket Launcher ("Locust")

Formerly shunned for being unwieldy and high-maintenance, the Locust hasn't been the same since a single addition: a permanent clip mechanism that quickly loads standard anti-tank rounds. Easy assembly and disassembly further increase this powerful weapon's appeal. In a nutshell, portable chaos.

#### Silenced Pistol ("Falcon")

This 9mm handgun is a primary weapon of the most GDI and Nod soldiers. It has infinite ammo, and if fired accurately, can be very deadly. Five direct hits to the head should take out any infantry unit.

#### Sniper Rifle ("Pierce")

Optimized zoom capability makes this rifle perfect for "softening up" base perimeters crawling with guards. A "high listen" mic attachment allows snipers not only to see remote targets, but to hear them too, making this weapon a valuable intel gathering device as well.

#### Tiberium Auto Rifle ("Mantis")

Tiberium Auto Rifle fires Tiberium cartridges which can do a fair chunk of damage to both infantry and vehicles.

- Weapons - Next: 3 More Weapons... ~Max Pictures = 10~

---

---

Subject: Re: C&C Renegade  
Posted by [R3N3G1DE](#) on Sat, 07 Jul 2007 03:54:12 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Tiberium Flechette Gun ("Talon")  
This weapon fires Tiberium shards. A good anti-personnel weapon, especially at close range.

Timed C4 ("Tick-Tock")\*  
The most powerful C4 available, does a tremendous amount of damage on structures.

Volt Auto Rifle ("Black Widow")  
The Black Widow fires out an electrical beam of energy. Its fast rate of fire and long range makes it effective against all targets.

---

---

Subject: Re: C&C Renegade  
Posted by [Oblivion165](#) on Sat, 07 Jul 2007 03:58:12 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Awesome info on the sub names, where did you come across that?

---

---

Subject: Re: C&C Renegade  
Posted by [R3N3G1DE](#) on Sat, 07 Jul 2007 04:01:49 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

It was sort of scripted from somewhere, got the idea.

---

---

Subject: Re: C&C Renegade  
Posted by [Canadacdn](#) on Sat, 07 Jul 2007 04:07:22 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Didn't you copy those names and descriptions from text files in the game?

---

---

Subject: Re: C&C Renegade  
Posted by [Dave Anderson](#) on Sat, 07 Jul 2007 04:18:37 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Those names can be found in the old Prima strategy guide for Renegade. I'm not sure, but they're probably in the Fan Pack as well.

---

---

Subject: Re: C&C Renegade

---

Posted by [AoBfrost](#) on Sat, 07 Jul 2007 04:24:12 GMT

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

---

I have the original ren instruction book and it shows all guns and their nick names...nothing new to me.

---

Subject: Re: C&C Renegade

Posted by [DarkDemin](#) on Sat, 07 Jul 2007 04:37:35 GMT

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

---

This thread is basically spam.

oh post count +1

---

Subject: Re: C&C Renegade

Posted by [Renerage](#) on Sat, 07 Jul 2007 04:42:21 GMT

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

---

Very nice work.

I like how you took the time to arrange everything, even with nicknames.

I agree this should be stikied, but not without removing everyones posts, except for the topic starter's.

---

Subject: Re: C&C Renegade

Posted by [Starbuzz](#) on Sat, 07 Jul 2007 05:34:43 GMT

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

---

DarkDemin wrote on Sat, 07 July 2007 00:37This thread is basically spam.

oh post count +1

EXACTLY.

The first thought to hit me as soon as I saw this thread was "is this for fucking real?"

It does not take a fucking retard to figure out that this is bullshit.

And the nick names for the weapons are NOT new...they are the names of the weapons in the Renegade universe (apart from what type of weapon they are) and this can be found in your Renegade manual that came within your CD jewel case.

IMO, this thread is pure, space consuming bullshit. I can get better stuff than this half-ass spam crap here:

<http://www.fudonline.com/>

Click on "Strategies" and look to the left column...all you ever wanted to know about Renegade characters and vehicles can be found there.

Of course...we also have our lovely wiki here:

[http://www.renegadewiki.com/index.php?title=Main\\_Page](http://www.renegadewiki.com/index.php?title=Main_Page)

R3N3G1DE wrote on Fri, 06 July 2007 22:23

I disagree for the "recruited" person to go in game and find out how to play himself.

Errm...actually, the idiot is supposed to read the manual first and then play the Single Player missions and get acquainted with how Renegade works. Ever heard of EVA?

Then he/she is supposed to go on multiplayer for the sake of not ruining what would have been a good game. I have seen so many "recruits" like yours online screwing up my game by destroying enemy vehicle shells and asking what the hell "SBH" stands for among many other stupid things.

On a positive note, there are so many lazy bastards out there who refuse to do any of the advice given above...so I guess your thread would be beneficial to those poor cowards afterall.

P.S. Sorry to be a bit rude.

---

Subject: Re: C&C Renegade

Posted by [IronWarrior](#) on Sat, 07 Jul 2007 06:38:29 GMT

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

To be honest, even though there is a wiki with all this stuff in.

Its not out of place for a topic like this to be here, he gets credit for trying to help new players with a topic like this, though a topic like this, could be better presented.

My advice would be to re-do this in notepad first, when you completed, message a mod to ask him to get ready to sticky your topic, make your topic, pm the mod again, he stickys and locks it.

All our posts here, have ruined it to be honest.

---

Subject: Re: C&C Renegade

Posted by [Dave Anderson](#) on Sat, 07 Jul 2007 07:14:40 GMT

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

Why on earth would this be stickied? If I remember correctly, the Renegade Wiki was created

specifically for this purpose.

---

---

Subject: Re: C&C Renegade  
Posted by [Crimson](#) on Sat, 07 Jul 2007 07:47:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Dave is right. The wiki is at the top of every forum because this sort of information belongs there, not here. Sticky posts here are more for forum-related information.

---

---

Subject: Re: C&C Renegade  
Posted by [Starbuzz](#) on Sat, 07 Jul 2007 07:56:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Crimson wrote on Sat, 07 July 2007 02:47 Dave is right. The wiki is at the top of every forum because this sort of information belongs there, not here. Sticky posts here are more for forum-related information.

BINGO!

---

---

Subject: Re: C&C Renegade  
Posted by [R3N3G1DE](#) on Sat, 07 Jul 2007 12:29:51 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Thanks for the good comments.

Think about it, if C&C Renegade has a similar based relationship with wiki, then how come there can't be anything to show it?

Also, people that ain't experienced would probably wonder around in "single player" and not knowing what to do, and then the game time is up, what's next, play again?

There should be some basic part in this forum about Renegade and their features, and "if" C&C Renegade get's updated, we can always post it and put the date on when it came out, etc...

It's just like a database, but just has description of it.

Were all part of the Renegade community, why not represent a fact that we know the characteristics about Renegade?

Quote:I agree this should be stikied, but not without removing everyones posts, except for the topic starter's.

I agree, it should of been only me

And the part of locking it, well we can always open it after when there is new updates?

---

Subject: Re: C&C Renegade  
Posted by [Crimson](#) on Sat, 07 Jul 2007 12:40:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Have you visited the wiki? Your comments suggest that you have not.

---

Subject: Re: C&C Renegade  
Posted by [R3N3G1DE](#) on Sat, 07 Jul 2007 12:45:12 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I see what you mean... my hard work.

---

Subject: Re: C&C Renegade  
Posted by [futura83](#) on Sat, 07 Jul 2007 19:22:47 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

R3N3G1DE wrote on Sat, 07 July 2007 13:45I see what you mean... my hard work.

Welcome to renegade forum!

Where, unless you are 'highly known', your work will be shot down in flames...As you can see by replies to this topic...

---

Subject: Re: C&C Renegade  
Posted by [cheesesoda](#) on Sat, 07 Jul 2007 19:37:39 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Ancient\_and\_forever wrote on Sat, 07 July 2007 15:22R3N3G1DE wrote on Sat, 07 July 2007 13:45I see what you mean... my hard work.

Welcome to renegade forum!

Where, unless you are 'highly known', your work will be shot down in flames...As you can see by replies to this topic...

Nah, if he just paid attention to see there was a RenegadeWiki, there wouldn't have been an issue. Though, he didn't deserve all of what he got.

---

---

Subject: Re: C&C Renegade

Posted by [Starbuzz](#) on Sat, 07 Jul 2007 20:06:48 GMT

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

---

Ancient\_and\_forever wrote on Sat, 07 July 2007 14:22Where, unless you are 'highly known', your work will be shot down in flames...As you can see by replies to this topic...

I disagree...it all depends on the quality of the work and what it is. And how much people favor it.

R3N3G1DE wrote on Sat, 07 July 2007 07:29

Also, people that ain't experienced would probably wonder around in "single player" and not knowing what to do, and then the game time is up, what's next, play again?

That is why Single Player can be played in 3 modes: Recruit, Soldier, and Commando.

Playing SP is very easy with Recruit...if you don't like to be challenged and just want to know the game, you can play in this mode to see the goods of Renegade and the awesome and sometimes funny movies.

It's very enjoyable and everything you will want to know about vehicles/characters will be provided through EVA (Electronic Video Agent). Press "Esc" to access it.

I played the game in all 3 modes and unless the person is a retard, he/she CANNOT lose in Recruit mode. The game is just so easy...you have objectives and you have to fulfill them. Simple. Also, you can save the game if you like anytime and if you die, you can load back and continue from where you died.

You really don't need a list of characters, vehicles, and weapons to do well in the game...just shoot anything that has red clothes on and blowup vehicles with red paintjobs.

---

---

Subject: Re: C&C Renegade

Posted by [futura83](#) on Sat, 07 Jul 2007 20:23:53 GMT

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

---



BuzzOfTheStar wrote on Sat, 07 July 2007 21:06Ancient\_and\_forever wrote on Sat, 07 July 2007 14:22Where, unless you are 'highly known', your work will be shot down in flames...As you can see by replies to this topic...

I disagree...it all depends on the quality of the work and what it is. And how much people favor it.

R3N3G1DE wrote on Sat, 07 July 2007 07:29

Also, people that ain't experienced would probably wonder around in "single player" and not knowing what to do, and then the game time is up, what's next, play again?

That is why Single Player can be played in 3 modes: Recruit, Soldier, and Commando.

Playing SP is very easy with Recruit...if you don't like to be challenged and just want to know the game, you can play in this mode to see the goods of Renegade and the awesome and sometimes funny movies.

It's very enjoyable and everything you will want to know about vehicles/characters will be provided through EVA (Electronic Video Agent). Press "Esc" to access it.

I played the game in all 3 modes and unless the person is a retard, he/she CANNOT lose in Recruit mode. The game is just so easy...you have objectives and you have to fulfill them. Simple. Also, you can save the game if you like anytime and if you die, you can load back and continue from where you died.

You really don't need a list of characters, vehicles, and weapons to do well in the game...just shoot anything that has red clothes and blowup vehicles with red paintjobs.

One thing that would be challenging is going through commando using your pistol on everything except vehicles and buildings (although, what else is there? )

---

Subject: Re: C&C Renegade  
Posted by [OWA](#) on Sat, 07 Jul 2007 20:56:30 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Awww lighten up. The list is well done and generally quite concise. I especially like the pictures because they could be used as avatars Time and thought has been put into this so lets not shoot the guy down. If he wants to talk about this, let him. It is renegade forums after all.

---

Subject: Re: C&C Renegade  
Posted by [R3N3G1DE](#) on Sat, 07 Jul 2007 22:20:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Thanks, where's the appreciation these days.

Yeah, we could use them as avatars, would be funny if they all picked havoc.

---

---

Subject: Re: C&C Renegade  
Posted by [Cunin](#) on Sun, 08 Jul 2007 05:40:28 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I can't understand why people should be so rude...  
He spent alot of time on this, if you don't appreciate it go look another thread...that is simple.  
Atleast he did something...someone here only flames...

---

---

Subject: Re: C&C Renegade  
Posted by [trooprm02](#) on Sun, 08 Jul 2007 19:24:02 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Cunin wrote on Sun, 08 July 2007 00:40I can't understand why people should be so rude...  
He spent alot of time on this, if you don't appreciate it go look another thread...that is simple.  
Atleast he did something...someone here only flames...

thats true, and this should be sticked (i guess) because I dont see anything of the sort already  
done. And not everyone knows about the wiki

---

---

Subject: Re: C&C Renegade  
Posted by [Crimson](#) on Sun, 08 Jul 2007 19:24:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

If people aren't reading the yellow box at the top which advertise the wiki, what makes you think  
they would read a sticky thread with less information than the wiki has?

---

---

Subject: Re: C&C Renegade  
Posted by [R3N3G1DE](#) on Sun, 08 Jul 2007 19:32:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Probably because it can be a preview of it?

---

---

Subject: Re: C&C Renegade  
Posted by [Dave Anderson](#) on Sun, 08 Jul 2007 19:43:40 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Seriously, go look at the Renegade Wiki. From your comments, it doesn't seem you have even attempted to do so. Crimson is not going to sticky your topic. You put in a good effort, congrats and all, but its just not going to happen.

---

---

Subject: Re: C&C Renegade  
Posted by [R3N3G1DE](#) on Sun, 08 Jul 2007 19:50:24 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I know, I saw it and I have noticed it. lol...

---