
Subject: Cheap building taky downers
Posted by [Tankkiller](#) on Fri, 31 Aug 2007 01:58:09 GMT

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You know the chemical warrior, grenider, and (with skill) the engineer can quickly and quietly take down anything. Talk about it.

Subject: Re: Cheap building taky downers
Posted by [Deamond11](#) on Fri, 31 Aug 2007 09:17:29 GMT

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erm true
ive seen some people own with grenader

Subject: Re: Cheap building taky downers
Posted by [AoBfrost](#) on Fri, 31 Aug 2007 13:24:14 GMT

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Once I had a noob team, 2 grenade soldiers, we thought it was one, you know, cause no one kills the airstrip at the beggining, so we ignored it, while we killed the wf after a failed rush at the agt, our airstrip died....so both teams stuck without vehicles now.....WORST PLAN EVER. The game went on for like 2 days stright.

Subject: Re: Cheap building taky downers
Posted by [MexPirate](#) on Fri, 31 Aug 2007 17:46:41 GMT

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chem warrior has enough power to take out a building if he's left long enough and can get inside, pretty funny on non base defence maps but you can't really call it a strategy - grenadiers are great for point whoring especially at the start of the game when defences are up (eg, Field + Under) engies need no explanation early rush place timed, place remotes - kill yourself with them and get back to stop the enemy doing the same to you (for small games early on, obviously)

Subject: Re: Cheap building taky downers
Posted by [AoBfrost](#) on Fri, 31 Aug 2007 19:52:24 GMT

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Stealth black hand actually will kill a building with all 400 shots, 1 timed c4, and 1 pistol clip.

Subject: Re: Cheap building taky downers

Posted by [sadukar09](#) on Fri, 31 Aug 2007 20:51:32 GMT

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AoBfrost wrote on Fri, 31 August 2007 20:52 Stealth black hand actually will kill a building with all 400 shots, 1 timed c4, and 1 pistol clip.

A pistol :/ WOW if a SBH kills a building with a pistol...either their team REALLY suck or you are playing against Bots

Subject: Re: Cheap building taky downers

Posted by [Herr Surth](#) on Fri, 31 Aug 2007 21:38:28 GMT

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Quote:Stealth black hand actually will kill a building with all 400 shots, 1 timed c4, and 1 pistol clip. Which will take you about 90 Seconds.

Subject: Re: Cheap building taky downers

Posted by [AoBfrost](#) on Sun, 02 Sep 2007 04:40:55 GMT

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Well this works in small games or when the rest of your team rushes to distract the enemy, but i mean...it works! if a chem soldier can do it, then why not a sbh? both take a good ammount of time to do...

Subject: Re: Cheap building taky downers

Posted by [Herr Surth](#) on Sun, 02 Sep 2007 08:32:52 GMT

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1. The ChemTrooper is cheaper.
 2. The Chemtrooper can walk through tiberium, so you dont have to disarm mines in tunnels.
 3. The Chemtrooper needs 40~50 Seconds to take the Building down, the SBH needs 90
 4. You can simply buy a vehicle and stop that Infantry Fuck.
-

Subject: Re: Cheap building taky downers

Posted by [JPNOD](#) on Sun, 02 Sep 2007 12:16:57 GMT

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heh, reminds me

Did it at non00bs once with 10-15 chems on volcano, took down the PP in 10 sec lol.. Barr died not much later..

Only downside is the FPS drops... but its all worth it to experience it for once.

Chems just fall in a total different cat then sbh's

Subject: Re: Cheap building taky downers
Posted by [Ghostshaw](#) on Sun, 02 Sep 2007 12:21:12 GMT
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Actually 2 shotgunners can take down a building, using solely there shotgun and their timed.

-Ghost-

Subject: Re: Cheap building taky downers
Posted by [trooprm02](#) on Mon, 03 Sep 2007 04:28:59 GMT
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1 gdi officer plx

Subject: Re: Cheap building taky downers
Posted by [AoBfrost](#) on Mon, 03 Sep 2007 05:13:34 GMT
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Lol shotgunners killing building would be soo 1337 if seen by the other team, they'd think it would be hacks. Now i wanna see 20 players on volcano use pistol to kill power plant, actually is this possible?

Subject: Re: Cheap building taky downers
Posted by [Chuck Norris](#) on Mon, 03 Sep 2007 09:56:44 GMT
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A building has 10 blocks of health, so each person would need to do roughly half a block of damage. With a pistol, that'll take a good while.

Subject: Re: Cheap building taky downers
Posted by [AoBfrost](#) on Mon, 03 Sep 2007 19:11:04 GMT
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lol 4 hours later the building dies, i'm sure though if you tried pistol'ing a building, engineers would come and just repair all your hard work.

Subject: Re: Cheap building taky downers
Posted by [Starbuzz](#) on Mon, 03 Sep 2007 20:01:23 GMT
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Chemwarriors are pretty powerful. They melt tanks and infantry. Once on Siege, we made a 4-man chem rush and took out the PP!

The AGT killed me and another Chemie...but the other 2 managed to get inside and rape the MCT. LOL.

I took a screenshot cuz it was such a memorable moment...my first Chemrush!

Subject: Re: Cheap building taky downers
Posted by [AoBfrost](#) on Tue, 04 Sep 2007 04:04:38 GMT
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I cant believe that not 1 of the chem troopers even shot at the power plant before you took the screenshot, it's funny lol, or did you tell them you were taking the screenshot? but then where is it in the chat box?!

Subject: Re: Cheap building taky downers
Posted by [Starbuzz](#) on Tue, 04 Sep 2007 07:36:52 GMT
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Yeah, I took the SS like a minute before we attacked...we were just waiting there for others. But no one came and we said "damn it" and rushed anyway. Yeah, I told them I was taking the SS...only snipafool (my friend) said something good...I don't remember what.

Here are 2 other SS I took. LOL...once we attacked, I was like in kill mode...LOL...I wish I had taken more SS! Anyway, next thing I remember, a GDI engi's C4 kills me and Sy3. LOL!

The only reason I took these SS was that I had NEVER before seen a chem rush...I was quite fascinated by what it would be like...so I took those screens. Those Chemies sure look like funny clowns in their suits!

Subject: Re: Cheap building taky downers
Posted by [Herr Surth](#) on Tue, 04 Sep 2007 10:44:31 GMT

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4 Chemos on a 5vs6? Thats something id call "dumb"

Subject: Re: Cheap building taky downers
Posted by [Starbuzz](#) on Tue, 04 Sep 2007 15:31:16 GMT

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It's not dumb...the key is to win and by any means. This has also been done when the server is full with 20+ players.

Subject: Re: Cheap building taky downers
Posted by [npadul30](#) on Tue, 04 Sep 2007 17:05:53 GMT

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lol "Talk about it." such a forum nOOB:sarcasm:

Subject: Re: Cheap building taky downers
Posted by [Starbuzz](#) on Tue, 04 Sep 2007 17:24:07 GMT

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LOL

Subject: Re: Cheap building taky downers
Posted by [Herr Surth](#) on Wed, 05 Sep 2007 12:13:28 GMT

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Quote:It's not dumb...the key is to win and by any means. This has also been done when the server is full with 20+ players. Problem is that you wont win with such a shitty tactic.

Subject: Re: Cheap building taky downers
Posted by [Starbuzz](#) on Wed, 05 Sep 2007 12:37:36 GMT

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Chemrush is a shitty tactic? Whatever serves the purpose...without PP, SBH can eventually nuke em...and stanks/flamers can easily overwhelm them.

So tell me what is a good tactic?

Subject: Re: Cheap building taky downers
Posted by [Herr Surth](#) on Wed, 05 Sep 2007 12:42:54 GMT
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On siege, i dont really now, because i dont like the map. but i suppose a Teched arty in the middle and a Light/Art Combo on the Field.

Subject: Re: Cheap building taky downers
Posted by [AoBfrost](#) on Wed, 05 Sep 2007 13:34:27 GMT
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If it's so bad, then why does the building go down in just seconds? It's like a battery loosing all it's power and boom dies quickly, much faster than sitting there with an arty, oh then they come and repair and all your nice work was pwnt.

Subject: Re: Cheap building taky downers
Posted by [Herr Surth](#) on Wed, 05 Sep 2007 15:30:11 GMT
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If you see 2 People on the field, there are 4 people elsewhere. Its fairly obvious where there are on a Map like siege.

Subject: Re: Cheap building taky downers
Posted by [AoBfrost](#) on Wed, 05 Sep 2007 15:44:11 GMT
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Nuh uh they could be stanks, and the other 2 being poor, they bought arties or lights.

Subject: Re: Cheap building taky downers
Posted by [Starbuzz](#) on Wed, 05 Sep 2007 15:50:14 GMT
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Well said, Aobfrost. The Arty/Light is a typical cliché BS strategy...it works on some maps but you really need a very good team for it to work here on Siege. And if GDI has aggressive infantry, it really does not work on this map. Also, the more you pound them, the more money they are getting. The "dumb" Chemrush looks nice now doesn't it?

Surth wrote on Wed, 05 September 2007 07:42 On siege, i dont really now, because i dont like the map. but i suppose a Teched arty in the middle and a Light/Art Combo on the Field.

You don't know? I know every pixel of the maps that are out there in the servers. An early infantry rush works great in this map.

I guess that's the difference between you and me...even if a map pisses me off, I choose to fight in it and learn it. I hated Siege at first (like all those pesky new maps) but then you find that these are awesome maps and really good strategies can be formed.

A teched arty or artys in the middle won't work unless there is a really good Sakura in the tunnels to the right and there are Lights supporting the artys. Otherwise a good Havoc can easily kill through the tunnels and kill the techies and even the Artys and the poor engis that come out of it. I did this several times.

Remember, this map is not a camping and shoot map...vehicle-wise, this is all about which side gets a good tank rush fast and kills a building. Speed is key. The premium strategy for Nod is a Flamer rush or stank but stanks are weaker. GDI needs to pull off a good Med rush fast and get to the Nod base before the Flamers enter the center canyon. Otherwise, the Meds are fried.

One of the most memorable games I had on this map was when both Nod and GDI were simply just excellent players. I was Nod and we got together a 6 Flamer rush...guess what? We were right near the middle of the canyon when like 7 Meds come charging towards us like vomit from the GDI base...LOL.

Both rushes failed right there in the middle. That game lasted almost to the end of the 30 min time limit. Only a spy nuke on the AGT and a timely stank rush sealed GDI's defeat.

Economically speaking, killing the other teams Harv on its first outing and defending your own is the absolute KEY. If you are on Nod and you kill the GDI harv in the beginning of a game, chances are you are gonna pull off a nice Flame/stank rush first and find their base full of lowly Gunners and maybe 1 or 2 MLRS.

Another is that both teams NEED a good sniper(s). Even 1 good sniper can block the tunnels for good. LOL...I love to pwn infantry in this map with Havoc...so freaking damn enjoyable.

As for the field, usually GDI sends MLRS to attack the OB and Hon but I never seen this work...the building gets repaired and the MLRS get killed by Artys. The MLRS need to be supported by Meds. But 1-2 MLRS near the GDI base entrance and a couple Meds can easily control the field. GDI can shoot everywhere to find and kill stanks. As you said, Arty's and Lights work very well here in the field.

The broken bridge sections is the best place for PICS and Raveshaws to safely attack vehicles in the field. But they need to be wary of snipers.

As for the field, information is key. The most action goes on in the center canyon and the tunnels. And if GDI or Nod are being careless by not checking the field all the time, then be prepared for a surprise Flamer or Med rush that takes out your base defenses.

Subject: Re: Cheap building taky downers
Posted by [Herr Surth](#) on Wed, 05 Sep 2007 16:10:13 GMT

Quote:

A teched arty or artys in the middle won't work unless there is a really good Sakura in the tunnels to the right and there are Lights supporting the artys. Otherwise a good Havoc can easily kill through the tunnels and kill the techies and even the Artys and the poor engis that come out of it. I did this several times. Are you kidding me? The Arty is about 10 Metres away from the tunnel, i can simply headshot or atleast splash you to death in a matter of 3 Shots. i even kill you without a supporting tech. In a 1on1, you CANT loose to any Infantry as far as i know.

Are you in a clan? lets play some 5on5 or 4on4 or whatever on Siege.

And whats that stuff about Light & Art being a cliché Tactic? tell me what else to do on Field, plx!

Subject: Re: Cheap building taky downers
Posted by [AoBfrost](#) on Wed, 05 Sep 2007 16:19:29 GMT
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...Surth you make things sound so easy, have you ever played renegade besides looking at screenshots? Headshot'ing a person isnt easy when they are standard in a spot BEHIND THE ARTY, all you will shoot is the arty., and oh hey look at that, engineer repairs it in 2 seconds.

Subject: Re: Cheap building taky downers
Posted by [Herr Surth](#) on Wed, 05 Sep 2007 16:20:48 GMT
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Ok, lets do a quick test, me and my mate go camp on your WF with a Teched arty and you kill us with a havoc.

Subject: Re: Cheap building taky downers
Posted by [AoBfrost](#) on Wed, 05 Sep 2007 16:58:49 GMT
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I didnt kill you, you were behind the arty, so the arty went down 2 bars per shot, and you repairing your friends arty easily stopped my ramjet attack.

Subject: Re: Cheap building taky downers
Posted by [Herr Surth](#) on Wed, 05 Sep 2007 17:01:17 GMT

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And yet Starbuzz says:

Quote:

A teched arty or artys in the middle won't work unless there is a really good Sakura in the tunnels to the right and there are Lights supporting the artys. Otherwise a good Havoc can easily kill through the tunnels and kill the techies and even the Artys and the poor engis that come out of it. I did this several times.

Subject: Re: Cheap building taky downers
Posted by [AoBfrost](#) on Wed, 05 Sep 2007 17:10:43 GMT
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With skill you CAN dodge sniper shots.....

Subject: Re: Cheap building taky downers
Posted by [Herr Surth](#) on Wed, 05 Sep 2007 17:19:48 GMT
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Err? They are INSTANT SHOOTING WEAPONS. Tell me how to dodge a INSTANT SHOOTING WEAPON IF THE SNIPER ISNT A COMPLETE MORON.

And what has that to do with the fact that buying 4 Chemos on a 5vs6 on Siege is dumb?

Subject: Re: Cheap building taky downers
Posted by [Starbuzz](#) on Wed, 05 Sep 2007 18:34:28 GMT
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Surth wrote on Wed, 05 September 2007 11:10Are you kidding me? The Arty is about 10 Metres away from the tunnel, i can simply headshot or atleast splash you to death in a matter of 3 Shots. i even kill you without a supporting tech. In a 1on1, you CANT loose to any Infantry as far as i know.

Rememeber I said a "good" Havoc. A stupid dumb Havoc will pop out of the tunnel to engage the arty and get sent to hell. Only an idiot will do that...you use other areas to show up in.

A good Havoc will come from the place you least expect a Havoc to show up in. Go figure.

By the time your big ass lumbering Arty turns it's slow ass turret to find me, your repairing engi/techie would be dead and you would be pressing very very hard on the "S" button limping

back to base.

Besides, there is NO WAY in hell that an Arty can kill me if I am Havoc.

Am I missing something here? Did you 2 test on a map? AoBfrost and Surth in Siege?

Surth wrote on Wed, 05 September 2007 12:01And yet Starbuzz says:

Quote:

A teched arty or artys in the middle won't work unless there is a really good Sakura in the tunnels to the right and there are Lights supporting the artys. Otherwise a good Havoc can easily kill through the tunnels and kill the techies and even the Artys and the poor engis that come out of it. I did this several times.

This is not what you said. You said a teched arty in the center canyon. That's all you said. You need Lights (at least 1) in the center canyon as well as a fine sniper in the tunnels. It's a combined arms strategy...a lone teched arty or artys as you seemed to suggest will be owned by a good Havoc.

AoBfrost wrote on Wed, 05 September 2007 11:58I didnt kill you, you were behind the arty, so the arty went down 2 bars per shot, and you repairing your friends arty easily stopped my ramjet attack.

LOL LOL...you don't show up in front of the arty. Of course then the arty will win! The key is to kill the repairing engi/tech before you can mount a challenge against the arty itself. This can be done very easily in Siege provided you are a decent sniper.

Your first offensive action as the Havoc must have killed the engineer/techie. This is possible and has been done many times.

Remember to use the side passageway that lets you go the field from the bridge and vice-versa. The canyon is curved enough so the arty has to come out of the Nod portion of the canyon to somewhere in the middle to hit the WF. Given that fact, it should not be difficult at all to kill the repairing engi/Techie.

Subject: Re: Cheap building taky downers
Posted by [Herr Surth](#) on Wed, 05 Sep 2007 19:21:54 GMT

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YOU CANT KILL THE TECHNICIAN IF IT ISNT A COMPLETE DUMBFUCK. YOU CANT KILL AN ARTY IN A ONE ON ONE IF THE DRIVER IS A TECH, NOT TO SAY IF IT IS ACTUALLY TECHED BY A SECOND PLAYER. AND YOU CANT GET ON A PLACE WHERE I "DONT EXPECT" A HAVOC.

In nice Capital Letters and stuff.

Subject: Re: Cheap building taky downers
Posted by [Starbuzz](#) on Wed, 05 Sep 2007 20:00:36 GMT

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I am done arguing with you. Do you even play the game? You don't seem to understand a single thing that I said.

Subject: Re: Cheap building taky downers
Posted by [AoBfrost](#) on Thu, 06 Sep 2007 00:53:54 GMT

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The sniper is instant, but tell me, are you using a aimbot? or how else will you headshot me 100% of the time and behind a arty? Wallhacks rock.

It's called mistakes you noob, not everyone can make shots that hit 100% of the time, and when i'm behind a arty.....YOUR SHOOTING THE ARTY, not my head, go away, and stop claiming you shoot though arties, thats wallhacks....ftw

Subject: Re: Cheap building taky downers
Posted by [trooprm02](#) on Thu, 06 Sep 2007 01:27:19 GMT

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Starbuzz wrote on Wed, 05 September 2007 15:00I am done arguing with you. Do you even play the game? You don't seem to understand a single thing that I said.

Thats is the current thesis for these entire forums. (well 95% of the people on here actually)

Subject: Re: Cheap building taky downers
Posted by [Starbuzz](#) on Thu, 06 Sep 2007 04:39:33 GMT

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AoBfrost wrote on Wed, 05 September 2007 19:53The sniper is instant, but tell me, are you using a aimbot? or how else will you headshot me 100% of the time and behind a arty? Wallhacks rock.

It's called mistakes you noob, not everyone can make shots that hit 100% of the time, and when i'm behind a arty.....YOUR SHOOTING THE ARTY, not my head, go away, and stop claiming you shoot though arties, thats wallhacks....ftw

You idiot, DID YOU EVEN READ MY POSTS? I can't believe you are such a bloody n00b. I am sorry you don't know what Renegade is all about...but that does not give you the right to insult players that are good assets to the team.

Mistakes? You say not everyone can make good shots and yet you accuse me of using aimbot and fucking wallhack. I hate when good players get screwed up by n00bs who don't know how to handle a pistol. Get a life. Cheating is not in my vocabulary n00b.

Since it seems you idiots cannot read or don't want to read, I have prepared several screenshots proving my point. It is my hope at least pictures get across to your tiny brains.

C&C Siege: Prime spots to kill techies/engis repairing vehicles:

NOTE: If you want to do this, you better have decent sniping skills. You don't have be a super-pro at it...just a decent and respectable aiming skill will do. You also must be able to make 1 shot 1 kills...the faster the better. Every shot you miss against a techie is a "I am right here" shout-out to Nod vehicles and enemy infantry.

You can use many of the spots here to attack any infantry and not just teched vehicles. Here we go:

Understand now? If you bothered to read my previous posts, this is what I have been saying. Now that it is in pictures, there should be no excuse for your tiny brains to not understand what I have been saying all along.

Rest in Peace.

Subject: Re: Cheap building taky downers
Posted by [Tunaman](#) on Thu, 06 Sep 2007 07:14:38 GMT
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Wow.. you guys are funny. Surth, post your msn on cw.cc so you can get some games with people who know what they're doing.. And if you actually think that you have to argue with StarBuzz.. lol.

Subject: Re: Cheap building taky downers
Posted by [Xpert](#) on Thu, 06 Sep 2007 12:08:43 GMT
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Guarantee you I'll take out the first arty that comes out. I never failed to take out the first arty on Siege during a clanwar.

On Siege, for GDI it's all about Med Tanks and MAYBE 1 early MRL through the field.

For Nod, it's about arties and flame tanks.

Subject: Re: Cheap building taky downers
Posted by [Herr Surth](#) on Thu, 06 Sep 2007 12:16:48 GMT
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Quote:Surth, post your msn on cw.cc so you can get some games with people who know what they're doing.. And if you actually think that you have to argue with StarBuzz.. lol.
realfeuer@hotmail.com
I aint got MSN, so you have to talk to him. But please some good maps, okay? :->

Subject: Re: Cheap building taky downers
Posted by [AoBfrost](#) on Thu, 06 Sep 2007 13:42:32 GMT
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No i dont mean you are using an aimbot or wallhack, i'm being sracastic about surth, because I'm thinking of field, and all along it was all about seige, (my mistake) so my perception of where he was standing to shoot a tech (you know arty camping on gdi bunkerhill) a tech could easily hide behind and nearly impossible to kill the technician because from the tunnel/waternal the tech isnt visible, thats why I was joking saying wallhack and aimbot, I wasnt accusing you of using them.

And after you posted SS's it does seem more clear now, but I guess from one post someone was

speaking of field, so I thought we moved into talking about field and not seige.

Subject: Re: Cheap building taky downers
Posted by [Herr Surth](#) on Thu, 06 Sep 2007 13:56:47 GMT
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As Starbuzz did some cool screenshots with stuff on it, i decided to do the same. Starbuzz, This is why your Havoc will be useless.

Subject: Re: Cheap building taky downers
Posted by [SoQrade](#) on Thu, 06 Sep 2007 17:46:37 GMT
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damn right surth
starbuzz has just pub experience i guess

Subject: Re: Cheap building taky downers
Posted by [AoBfrost](#) on Fri, 07 Sep 2007 13:22:24 GMT
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SoQrade wrote on Thu, 06 September 2007 13:46damn right surth
starbuzz has just pub experience i guess
Well see that small part of the arty sticking out, it might be possible that it can be shot from the small area of it sticking out, it would be harder since 90% of it is behind the wall, but still, up close, or peakign through the wall, you might get 1-2 shots, but not 1 to kill an engineer, unelss he stands out in range unprotected from the arty.

Subject: Re: Cheap building taky downers
Posted by [Xpert](#) on Fri, 07 Sep 2007 21:58:37 GMT
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All I can say to this is: ME AND TUNA OWN 2 v 2 SIEGE!!!

That's how we rene-met, REMEMBER THAT BABE <3 LO!LO!L!O!L1111

Subject: Re: Cheap building taky downers
Posted by [scarabguy](#) on Mon, 10 Sep 2007 21:54:28 GMT
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heres a cheap building kill: lcg + timedc4 = killed building. not quite as fast as chem, but way faster than sbh

Subject: Re: Cheap building taky downers
Posted by [AoBfrost](#) on Mon, 10 Sep 2007 22:50:14 GMT
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Using a lcg only does 1 bar per 100 shots, meaning you take off 4 bars , plus another 4 from timed c4, I'm not 100% sure, but I've done lcg with timer before and failed all times, while i've killed a building with sbh and timed c4 about 5-6 times.

Subject: Re: Cheap building taky downers
Posted by [Starbuzz](#) on Mon, 10 Sep 2007 22:52:14 GMT
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Yeah...a Volt also causes much damage much faster. Plus, if an engi tried to stop you, you can melt him and get his C4 and finish off the building.

But I think the thread is about "cheap building taky-downers" not "expensive building taky-downers."

Subject: Re: Cheap building taky downers
Posted by [AoBfrost](#) on Tue, 11 Sep 2007 03:15:57 GMT
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Volt auto rifle could be counted cheap taky downer, because your camping there attacking the mct, not camping with a med attacking the building.

Subject: Re: Cheap building taky downers
Posted by [IronWarrior](#) on Tue, 11 Sep 2007 11:46:03 GMT
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I'll brought down the Nod PP using an MP Minigunner once, nothing like C4 Timed + !buy cannon = dead building.

Subject: Re: Cheap building taky downers

Posted by [Herr Surth](#) on Tue, 11 Sep 2007 13:02:12 GMT

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I once killed a building with an arty

Subject: Re: Cheap building taky downers

Posted by [AoBfrost](#) on Tue, 11 Sep 2007 13:13:15 GMT

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I think the cannon and tower mod should be coded more, like you cant buy it out of your base, because putting your defense in a enemy base is kinda stupid.

Subject: Re: Cheap building taky downers

Posted by [Tunaman](#) on Tue, 11 Sep 2007 17:06:40 GMT

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I killed a building with c4 once, it died pretty fast

Subject: Re: Cheap building taky downers

Posted by [IronWarrior](#) on Thu, 13 Sep 2007 04:11:05 GMT

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AoBfrost wrote on Tue, 11 September 2007 08:13 I think the cannon and tower mod should be coded more, like you cant buy it out of your base, because putting your defense in a enemy base is kinda stupid.

Don't see why it's stupid as you could build anything, anywhere in an map on the RTS versions of Command & Conquer.

Nothing like building some French Great Cannons next to an enemys base in RA2.

Subject: Re: Cheap building taky downers

Posted by [Starbuzz](#) on Thu, 13 Sep 2007 04:46:32 GMT

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IronWarrior wrote on Wed, 12 September 2007 23:11 AoBfrost wrote on Tue, 11 September 2007 08:13 I think the cannon and tower mod should be coded more, like you cant buy it out of your base, because putting your defense in a enemy base is kinda stupid.

Don't see why it's stupid as you could build anything, anywhere in an map on the RTS versions of Command & Conquer.

Nothing like building some French Great Cannons next to an enemys base in RA2.

The thing is in the RTS games, an MCV is needed nearby to build defenses around it.

I am not sure if that would work in a team-work based environment like Renegade especially since only few people know what teamwork is really.

Subject: Re: Cheap building taky downers
Posted by [Herr Surth](#) on Thu, 13 Sep 2007 10:57:57 GMT
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THE THING IS THAT RENEGADE HAS REALLY NOT THAT MUCH IN COMMON WITH CNC1.

I really get into writing with Caps.

Subject: Re: Cheap building taky downers
Posted by [Starbuzz](#) on Thu, 13 Sep 2007 11:44:21 GMT
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NICE CAPS. KEEP IT UP.

Subject: Re: Cheap building taky downers
Posted by [scarabguy](#) on Fri, 14 Sep 2007 00:50:44 GMT
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i agree that there's gotta be some controll of where people can build. you try having gdi build 15 mini agts in nods base on under and try to like the build anywhere rule. there should also be a limit to how many any one person can build or a time limit, like you gotta wait 5 minutes between building those defenses

Subject: Re: Cheap building taky downers
Posted by [jnz](#) on Fri, 14 Sep 2007 00:55:14 GMT
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A hotwire can take a building down in less than 30 seconds

Subject: Re: Cheap building taky downers
Posted by [Herr Surth](#) on Fri, 14 Sep 2007 11:43:22 GMT
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actually, a hotwire needs about 31 seconds i think.

Subject: Re: Cheap building taky downers
Posted by [3663Nixon](#) on Fri, 14 Sep 2007 11:45:29 GMT
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+ time to run to the enemy base

Subject: Re: Cheap building taky downers
Posted by [AoBfrost](#) on Fri, 14 Sep 2007 15:01:11 GMT
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It's less than 30, about 20-25 seconds, I've placed ion beacon before and c4 as backup, the timers went off before the ion so i detonated the remotes and killed them building, then 5-10 seconds later the ion goes off and does nothing lol

Subject: Re: Cheap building taky downers
Posted by [Herr Surth](#) on Fri, 14 Sep 2007 15:51:26 GMT
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A Timed needs 30 Seconds + 1 Second reload till you can throw the second Timed C4.

Subject: Re: Cheap building taky downers
Posted by [AoBfrost](#) on Fri, 14 Sep 2007 19:03:55 GMT
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Then how does a set of c4's kill a building before a ion/nuke....

Subject: Re: Cheap building taky downers
Posted by [Tunaman](#) on Fri, 14 Sep 2007 19:06:57 GMT
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AoBfrost wrote on Fri, 14 September 2007 15:03 Then how does a set of c4's kill a building before a ion/nuke....
The ion and nuke both take about 45 seconds to go off, not 30.

Subject: Re: Cheap building taky downers
Posted by [Xpert](#) on Fri, 14 Sep 2007 19:08:44 GMT

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Tunaman wrote on Fri, 14 September 2007 15:06AoBfrost wrote on Fri, 14 September 2007 15:03Then how does a set of c4's kill a building before a ion/nuke....
The ion and nuke both take about 45 seconds to go off, not 30.

49 secs to be exact ;D

Subject: Re: Cheap building taky downers
Posted by [scarabguy](#) on Sat, 15 Sep 2007 01:12:26 GMT
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i once set a nuke in front of the agt on city, then ran in and put c4 on the mct, the nuke won that race

Subject: Re: Cheap building taky downers
Posted by [bisen11](#) on Sun, 16 Sep 2007 04:13:07 GMT
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It isn't with those characters, but one thing I've tried to do twice, but hasn't worked cuz of Nod SBHS >.> . Is on city if my team starts majorly loosing buildings and for whatever reason i got my hands on a stank. I'd go behind the HON with it and try to beacon (had mines both times). Would work if nod didn't sbh whore so much... X.x

Subject: Re: Cheap building taky downers
Posted by [Dreganius](#) on Wed, 19 Sep 2007 16:27:27 GMT
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!vote yes on immediate flamer rushes on defenseless maps.

and how do people take down buildings on full hp with engis? i've tried it maybe 42 times and got a 0% success rating o.0

Subject: Re: Cheap building taky downers
Posted by [AoBfrost](#) on Thu, 20 Sep 2007 00:48:13 GMT
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scarabguy wrote on Fri, 14 September 2007 21:12i once set a nuke in front of the agt on city, then ran in and put c4 on the mct, the nuke won that race

Sure it did, just like when you put a nuke on the harvy and it ran back to the ref and pwnt the ref.
