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Subject: Military Tactics

Posted by [KIRBY-098](#) on Tue, 02 Oct 2007 21:07:04 GMT

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Do any of you use conventional military tactics when advancing on enemy bases?

Example: Mammoths and meds supported by MLRS and engineers.

I've been playing this game for years and I rarely see this, but when I do it always works.

I see coordinated defense a lot especially for infantry.

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Subject: Re: Military Tactics

Posted by [Herr Surth](#) on Tue, 02 Oct 2007 21:15:59 GMT

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err.

lol.

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Subject: Re: Military Tactics

Posted by [KIRBY-098](#) on Tue, 02 Oct 2007 21:19:59 GMT

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Kids need not apply.

I'm talking full out assaults with support units moving forward, not camping the entrance to Nod on under. I'm especially interested in large clan warfare games where this is the only viable alternative for success and how does Nod pull this off with underpowered units if static warfare is used on a battlefield

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Subject: Re: Military Tactics

Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 02 Oct 2007 21:21:11 GMT

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KIRBY-098 wrote on Tue, 02 October 2007 17:07Do any of you use conventional military tactics when advancing on enemy bases?

Example: Mammoths and meds supported by MLRS and engineers.

I've been playing this game for years and I rarely see this, but when I do it always works.

I see coordinated defense a lot especially for infantry.

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It's not so much practiced in public games, but in almost every clanwar you see this.

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Subject: Re: Military Tactics  
Posted by [KIRBY-098](#) on Tue, 02 Oct 2007 21:23:06 GMT  
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What role do infantry play in these types of faceoffs? Are they rendered moot by all the firepower being thrown around?

Secondly, does the role of aircraft change significantly in static warfare like this?

I don't play CW as I'm sure you can tell

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Subject: Re: Military Tactics  
Posted by [Spoony](#) on Tue, 02 Oct 2007 21:40:58 GMT  
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Pick a map

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Subject: Re: Military Tactics  
Posted by [Herr Surth](#) on Tue, 02 Oct 2007 21:42:56 GMT  
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Renegade is serious business i guess.

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Subject: Re: Military Tactics  
Posted by [KIRBY-098](#) on Tue, 02 Oct 2007 21:54:21 GMT  
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Most interested in Hourglass and Field.

How are the bottlenecks and kill zones handled by the offense to prevent a slaughter?

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Subject: Re: Military Tactics  
Posted by [Chuck Norris](#) on Tue, 02 Oct 2007 22:51:54 GMT  
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KIRBY-098 wrote on Tue, 02 October 2007 16:07 Do any of you use conventional military tactics when advancing on enemy bases?

Example: Mammoths and meds supported by MLRS and engineers.

I've been playing this game for years and I rarely see this, but when I do it always works.

I see coordinated defense a lot especially for infantry.

When GDI does this, they have a much higher success rate. They already have the advantage in armor and firepower, and this just makes it better. Nod will take advantage of it's stealth and speed if GDI gets arrogant.

The reason you rarely see it is nobody wants to buy a Hotwire/Engineer and support a tank. They'd rather get a tank themselves (or worse, go snipe tanks). Although sometimes two tanks is better than one tank and support, the latter is better in the long run. MRLSs aren't really uncommon, but you usually see them on (just one example) Field hitting the HON with absolutely no support.

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Subject: Re: Military Tactics

Posted by [Spoony](#) on Wed, 03 Oct 2007 01:35:55 GMT

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KIRBY-098 wrote on Tue, 02 October 2007 16:54 Most interested in Hourglass and Field.

How are the bottlenecks and kill zones handled by the offense to prevent a slaughter? frankly, nobody clanwars on Hourglass... it's just a bad map.

Field is all about controlling the field until you've taken out the enemy's tanks (getting money quickly from buildings/harvesters helps you do this as well as forcing them to play more aggressively thanks to being down on points), then moving up on the Hand once they have no vehicles.

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Subject: Re: Military Tactics

Posted by [AoBfrost](#) on Wed, 03 Oct 2007 02:09:11 GMT

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I've had times where I had a 2 med rush with a hummer on the outside as anti infantry.....sorta military.

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Subject: Re: Military Tactics

Posted by [Goztow](#) on Wed, 03 Oct 2007 06:59:16 GMT

Read and learn:

[http://www.renegadewiki.com/index.php?title=Spoony%27s\\_Strategy\\_Guides:\\_Field](http://www.renegadewiki.com/index.php?title=Spoony%27s_Strategy_Guides:_Field)

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Subject: Re: Military Tactics

Posted by [KIRBY-098](#) on Wed, 03 Oct 2007 16:38:44 GMT

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Are snipers part of tactics in your advances as well? I envision the push forward being two mammoths two meds, one sniper for infantry and the rest being a 50 50 mix of engineers and anti tank infantry.

I ask because what I've noticed is that these levels of coverage do work, as we all know but they break down and I am trying to find ways to build up the interdependencies and see if there's a way to prevent collapse from a loss of key elements.

Obviously, there's reinforcement once a key unit is lost, but is the useful tactic to back down from the offensive with surviving elements or push on and do as much damage as possible before reassembling in the home base in a respawn?

There's two things to consider: Will the amount of time spent rebuilding by the enemy be enough lead time to rebuild the attacking force and reclaim the battleground or do you need to keep the pressure up to prevent assets from getting into the field?

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Subject: Re: Military Tactics

Posted by [Spoony](#) on Wed, 03 Oct 2007 16:51:15 GMT

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KIRBY-098 wrote on Wed, 03 October 2007 11:38 Are snipers part of tactics in your advances as well? I envision the push forward being two mammoths two meds, one sniper for infantry and the rest being a 50 50 mix of engineers and anti tank infantry.

One sniper is vital on cityfly and wallsfly... aside from that, generally they aren't used unless the enemy has already lost their WF, except on GDI Field.

Mammoths are not the way to go until late-game when you're already way winning... you just want one MRLS to counter artillery, and the rest being meds to start with.

KIRBY-098 wrote on Wed, 03 October 2007 11:38 Obviously, there's reinforcement once a key unit is lost, but is the useful tactic to back down from the offensive with surviving elements or push on and do as much damage as possible before reassembling in the home base in a respawn?

There's two things to consider: Will the amount of time spent rebuilding by the enemy be enough lead time to rebuild the attacking force and reclaim the battleground or do you need to keep the pressure up to prevent assets from getting into the field?

D maps (i.e. base defence maps) and to some extent wallsfly as well are all about preserving your

own firepower while destroying the enemy's. It's generally unwise to think about attacking the base until after you've taken out their means to defend it. Generally if you win the tank fight, those of you who lost vehicles will have time to get another and return to the field - mainly because you'll be killing the enemy's harvester in the process so you'll have the means to replace your tanks, whereas the enemy won't.

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Subject: Re: Military Tactics

Posted by [KIRBY-098](#) on Wed, 03 Oct 2007 17:16:10 GMT

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Your answers support what I've been trying to do in public servers for years, but due to idiocy and no teamwork I usually resort to anti tank infantry support and engineer duties (a highly underappreciated skillset if I do say so myself).

I wish I had the leisure time still to join a clan again. I miss coordination

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Subject: Re: Military Tactics

Posted by [Chuck Norris](#) on Wed, 03 Oct 2007 22:06:58 GMT

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KIRBY-098 wrote on Wed, 03 October 2007 12:16 I usually resort to anti tank infantry support and engineer duties (a highly underappreciated skillset if I do say so myself). I wish a lot more points were granted from the game for tank support. It might entice people to repair more.

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Subject: Re: Military Tactics

Posted by [Carrierll](#) on Wed, 03 Oct 2007 22:22:16 GMT

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Chuck Norris wrote on Wed, 03 October 2007 23:06 KIRBY-098 wrote on Wed, 03 October 2007 12:16 I usually resort to anti tank infantry support and engineer duties (a highly underappreciated skillset if I do say so myself). I wish a lot more points were granted from the game for tank support. It might entice people to repair more.

Agreed, a better model might be one where you gain points on a time-based exponential basis. (for repairs, not other things...)

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Subject: Re: Military Tactics

Posted by [Goztow](#) on Thu, 04 Oct 2007 08:09:36 GMT

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What do you mean, art ownage?

Note the number of players and number of people involved in this. Welcome to The KOSs2 server

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Subject: Re: Military Tactics  
Posted by [rs4015](#) on Thu, 04 Oct 2007 08:59:04 GMT  
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hahahah, i bet the gdi screen was shaking like a bitch.....and the 5 art splash damage, thats gotta be annoying

---

Subject: Re: Military Tactics  
Posted by [Goztow](#) on Thu, 04 Oct 2007 09:14:08 GMT  
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That wave killed warf, agt and barrs although we got quite some resistance.

---

Subject: Re: Military Tactics  
Posted by [GsXr1400](#) on Thu, 04 Oct 2007 14:34:02 GMT  
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well 1st of all if i was gdi. iwoulda got a guy to come remote atleast 2 of those! XD

---

Subject: Re: Military Tactics  
Posted by [The Elite Officer](#) on Thu, 04 Oct 2007 17:05:02 GMT  
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Goztow wrote on Thu, 04 October 2007 04:09What do you mean, art ownage?

Note the number of players and number of people involved in this. Welcome to The KOSs2 server

I think it is funny how your TEAM is taking hits and all you do is stand back and take a screen shot.

Subject: Re: Military Tactics  
Posted by [KIRBY-098](#) on Thu, 04 Oct 2007 17:13:36 GMT  
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Notice that one pic is closer than the other. Which indicates movement TOWARDS the battle in progress.

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Subject: Re: Military Tactics  
Posted by [Starbuzz](#) on Thu, 04 Oct 2007 18:47:16 GMT  
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The Elite Officer wrote on Thu, 04 October 2007 12:05  
I think it is funny how your TEAM is taking hits and all you do is stand back and take a screen shot.

That was the most PURE stupidity that I heard on the forums so far...makes me wonder if you really are an elite officer.

So you are accusing Goztow of just standing there watching? WOW...you picked the wrong person to screw. Why do you think Goztow is a Tech in the pics? Fool.

Even I every once in a while, take SS of interesting things in-game.

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Subject: Re: Military Tactics  
Posted by [Goztow](#) on Thu, 04 Oct 2007 20:27:36 GMT  
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I actually ran back a bit to take the screenshot as we needed an extra one for our homepage + the arts were doing fine. But yes, I had been repairing for about 9 minutes already.

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Subject: Re: Military Tactics  
Posted by [Tunaman](#) on Thu, 04 Oct 2007 20:40:08 GMT  
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BartGg wrote on Thu, 04 October 2007 10:34well 1st of all if i was gdi. iwoulda got a guy to come remote atleast 2 of those! XD  
or you'd get shot in the face, either way works!

---

Subject: Re: Military Tactics  
Posted by [GsXr1400](#) on Fri, 05 Oct 2007 00:32:46 GMT  
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neverrrrrrrrrrrrr

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Subject: Re: Military Tactics  
Posted by [Goztow](#) on Fri, 05 Oct 2007 06:55:30 GMT  
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Tunaman wrote on Thu, 04 October 2007 22:40BartGg wrote on Thu, 04 October 2007 10:34well  
1st of all if i was gdi. iwoulda got a guy to come remote atleast 2 of those! XD  
or you'd get shot in the face, either way works!  
Remotes? Right . Engee > 5 art shells anyday !

---

Subject: Re: Military Tactics  
Posted by [GsXr1400](#) on Thu, 18 Oct 2007 13:04:16 GMT  
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flaming apc> 7 artys

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Subject: Re: Military Tactics  
Posted by [Starbuzz](#) on Thu, 18 Oct 2007 16:06:06 GMT  
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BartGg wrote on Thu, 18 October 2007 08:04flaming apc> 7 artys

Flaming APC = banned on most servers

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Subject: Re: Military Tactics  
Posted by [SNipE3RR](#) on Fri, 09 Nov 2007 23:51:49 GMT  
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cool

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Subject: Re: Military Tactics  
Posted by [Starbuzz](#) on Fri, 09 Nov 2007 23:53:27 GMT  
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SNipE3RR wrote on Fri, 09 November 2007 17:51cool

Hi, welcome here but you need a smaller siggy. Lmao

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Subject: Re: Military Tactics

Posted by [nikki6ixx](#) on Mon, 12 Nov 2007 21:32:21 GMT

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Why the hell does the name SNipE3RR ring a bell? Didn't FnFall catch him for bighead or something?

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Subject: Re: Military Tactics

Posted by [Starbuzz](#) on Mon, 12 Nov 2007 21:40:16 GMT

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nikki6ixx wrote on Mon, 12 November 2007 15:32Why the hell does the name SNipE3RR ring a bell? Didn't FnFall catch him for bighead or something?

OMG! Isn't he Bat's brother?

From Bat's thread:

havoc9826 wrote on Sat, 10 November 2007 11:36I didn't really want to throw my opinion into this fracas, but since Nukelt15 decided to explode without having all his facts straight, I feel I should confirm that bat66wat6 and SNipE3RR are definitely brothers.

[19:18:59] <&BCServ5> SNipE3RR(90.\*.\*\*) has joined the game, fighting for team Nod

[19:19:00] <&BCServ5> SNipE3RR is logged into XWIS

[19:19:00] <&BCServ5> Garrett: eep

[19:19:02] <&BCServ5> bat66wat6(90.\*.\*\*) has joined the game, fighting for team GDI

[19:19:02] <&BCServ5> bat66wat6 is logged into XWIS

[19:19:56] <&BCServ5> Ionos1989 crushed SNipE3RR (Gunner/Rocket Launcher(Strong) VS. Shotgun Trooper/Shotgun)

[19:20:26] <&BCServ5> Garrett obliterated Ionos1989 (Black Hand Sniper/Sniper Rifle VS. Gunner/Rocket Launcher(Strong))

[19:21:02] <&BCServ5> SNipE3RR obliterated bat66wat6 (Black Hand Sniper/Sniper Rifle VS. Sydney/Tiberium Auto Rifle)

FYI, Garrett is z310. Anyway, a mod at Black-Cell requested a screenshot from SNipE3RR a few days later, and it never arrived. bat66wat6 was not even considered for a screenshot request, yet he is banned because there is no way to prove that his brother won't hijack his account and play under it. I had considered bringing bat's request for just a nick ban to the admins, but if his attitude is going to be as hostile as it's been here, I doubt there would be any consideration.

So, in conclusion, although bat hasn't really helped himself, Nukelt15: you owe him an apology for that misinformed rant.

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Subject: Re: Military Tactics

Posted by [AngelFaN](#) on Mon, 12 Nov 2007 21:52:00 GMT

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wtf military tactics?!?!?!?

this is a video game...

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Subject: Re: Military Tactics

Posted by [Charlie 319](#) on Mon, 19 Nov 2007 07:36:55 GMT

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I like to play in some of the co-op servers. My favorite map is Mission 2, we usually play with infantry backed up with tanks and humvees and myself flying overhead in an apache. It totally rocks when it works out!

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Subject: Re: Military Tactics

Posted by [qwertwert125](#) on Mon, 26 Nov 2007 18:01:22 GMT

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OOO OOOO I KNOW! how about "CHARGE!" lmao

its just a game

whats a flameing apc?

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Subject: Re: Military Tactics

Posted by [TNaismith](#) on Tue, 27 Nov 2007 05:48:35 GMT

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Yes! Nice to meet you here Charlie! I thought I'd never see other Coop players again!

In terms of Military Tactics, I play on the Coop Servers, and I must tell you, out of all the servers for public play, Coop has been the best one where I've experienced games where we've played as infantry/vehicles and made our way through various maps helping each other out.

We use cover, support fire, we've got the repair support, in the games we get a good squad together, we totally just rock on, I dare to say better than any CW clan.

However, in terms of Military Tactics for Renegade, I've witnessed mainly combinations of:

(This is for when they are just battling it out in the field, I've barely seen people in publics organize

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anything bigger than a stealth tank rush yet.)

NOD General Battle Team:

- ALWAYS at least two Flame Tanks
- About two NOD Buggy's running about the map
- Usually one guy who chooses to bring forth a Artillery and moves out with barely and support
- I see many, at least three stealth tanks about at all times
- About two Light Tanks
- An assortment of infantry ranging from mainly Stealths, Sakura, and Mendosa. With a brave player who dares to play repair once in awhile.

GDI General Battle Team:

- One Mammoth usually being bought by someone despite the stage the game is in
- Always at least two APC's running amok
- I tend to see people buying Humms a lot as well, obviously for their cheap cost and speed. I usually see them in teams of three
- MRL's, I sometimes catch glimpses of them firing from some uncommon location, but I don't see them much in the publics
- Everyone else I see resorting to a wide variety of GDI units, ones I see a lot are Havoc, Gunner, Mobious, and Sydney.

The tactics I see in Publics are much what some of you described. The best tactic I've seen so far is a well done flaming apc (C4's stuck on the APC and you blow it up in front of a tank while you get out the back), and a stealth tank rush. I barely see any kind of well organized support fire, advances, or planned assaults or defense taking place, mainly because of the sheer openness and lack of team coordination a public encompasses.

However, I want to hear what other Military Tactics others have to say here as well, so that I can see if they can be used in publics, though I doubt it'll be easy to pull off without some incentive to do so.

Well-made topic KIRBY, a game like Renegade is fun, and even more fun when people can come together and actually pull off really neat military tactics and strategies.

TNaismith

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Subject: Re: Military Tactics

Posted by [Jargh193](#) on Fri, 30 Nov 2007 00:32:11 GMT

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What I haven't seen done, and have tried IG to get people to do it once, is a propper LT rush. LTs are the fastest tank, little slower then apc but more armor, and can carry a passenger.

Take Fields,

Nod buys 5 LTs, 5 techs driving and 5 techs riding. now rush the agt, don't stop until you get there, if you do this the AGT will be down in no time. should work on most maps too, except hourglass, too much distance there between the agt and the open area to get to the agt. With that many engineers and techs they don't need to go into the agt to c4, anywhere on the building will do. Plus this tactic causes alot of confussion in the GDI base, enough to move the rest of the nod forces into position

Snipers, stop shooting at the enemy tanks and go for the people repairing them.

Stanks, Stop fighting everything on the way to a rush, it defeats the reason for being a stank.

SBH, see above with a side note...don't try to take a Havoc on 1 to 1, it won't end well for you unless you are right on top of him. And when placing a nuke, go in pairs, 2 nukes, place timed C4 on a building farthest from your taget, run to your target and place the nuke, before the beep starts sounding the GDI people will be running to the C4'd building thinking that that is where the nuke is at, and both the SBH should be nuking a different building or at least be on opposit sides to make it harder for the disarmers t get both. Remember, the S in SBH stands for Stealth, use it.

Engineers, 2 to 3 should stay in base at all times (perferably Techs and hotties, they can mine) if a tank goes out a repairer should go with it. You may not get MVP, but you will get Defending the Base medals and Good Tank Support Medals if that is what you are after. And for gods sake, mine the base right, it takes alot of mines to stop a vehicle, so put the mines on tunnel entrances (not in the tunnel, but in a spot that can be seen by the base defenses) this will make the enemy rethink an infantry rush.

And I hate seeing this one..."Fall Back"...right after your team takes control of an area. stand your ground, get some repairers up there and wait for back up. regroup and mass while you are holding them off at their doorstep then go in and as a group, everyone target the lead vehicles target and Missions will completed faster.

There is alot more things I have seen that would make Chesty Puller roll over in his grave, but until you can find a better way then go wit the SOP at the time.

Last Note then I'll shut up.....GDI....I say again....GDI, Never Never get out of you vehicles to repair them. To qoute myself yesterday "We are GDI, there is always SBH in our base."

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