
Subject: Ten Things to do while playing on a team.
Posted by [Anonymous](#) on Wed, 06 Mar 2002 09:10:00 GMT
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1. Organize and fight as one. Just don't run off doing your own thing. How many times has ONE person run into the base and get blown away? (against a prepared team that is) ;>2. TALK --- if you see something -- yell out -- (Like 'There is a sniper on the ridge - NW of T Field")3. Move while you are shooting --- a standing target is a dead target.4. If you are in a tank rush -- spread out if possible -- leave room to move around -- and stop trying to shoot through me. Plus - if you make a gaggle of tanks -- you will get splash damage. (every hear of the fish in the barrel?)5. If you buy a tank or whatever -- if it can take more people -- load up - the more fire power - the better. You get to the enemy - they pop out - whammo..... Plus - if you hit the eject by mistake - you team still owns it.6. DONT repair a tank or person if your Buildings are under fire - and REPAIR at the MCT ---7. If you cant drive - DONT -- you will just give the enemy more points.8. Cover each other -- If your blocking - move - if your standing - crouch - ammo that is not hitting the enemy is wasted.9. Shooting weapons just to see the pretty effects are a waste of AMMO -- (for guns that need to reload)and finally - number 1010. ALWAYS LOOK FOR THE GDI/NOD EMBLEM ON THE TARGET AND SHOOT ONLY IF IT DOESNT MATCH YOURS ----->NOD - GDI - SHOOT <- NOD - NOD -- DONT SHOOT>Anyway -- these are some of the things that bother me when i play. I played a rocking 5 hours with seven other people that followed these rules -- and it was the best session i ever played. Makes all the difference.-EOL

Subject: Ten Things to do while playing on a team.
Posted by [Anonymous](#) on Wed, 06 Mar 2002 09:36:00 GMT
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THA BEST THINGS YOU CAN GET.. to bad some newb's dont know this tricks!!!

Subject: Ten Things to do while playing on a team.
Posted by [Anonymous](#) on Wed, 06 Mar 2002 13:22:00 GMT
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First a question, then a comment. First of all why repair at the MCT? Does the building repair faster if you're there? I know one benefit is that that's where the C4 will usually be. Second, if people can't drive, they should definatly still try. They never get good without trying. I mean, I got my girlfriend on the game and within a couple of games I had even her taking down at least 2 vehicles to her one. And she's never played a FPS before. (She usually just plays the sims.) If that's not enough of a point, I don't know what is.

Subject: Ten Things to do while playing on a team.
Posted by [Anonymous](#) on Wed, 06 Mar 2002 13:44:00 GMT
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Yep -- they repair faster when at MCT..also -- Practice driving in the practice mode -- then drive in

MP when you can. Remember --these are just guidelines -not rules.....Plus - i love seeing newbee's going in circles and blocking them tanks..... LOL

Subject: Ten Things to do while playing on a team.
Posted by [Anonymous](#) on Wed, 06 Mar 2002 14:17:00 GMT
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And: If an enemy Technician/Hotwire or even just an Engi made it into one of your buildings and has placed C4 on the MCT: DON'T repair the MCT, get rid of the C4s first!! I just have seen many Engis dying as they stood around the MCT where 2 timed C4s were waiting to detonate - well, they did

Subject: Ten Things to do while playing on a team.
Posted by [Anonymous](#) on Wed, 06 Mar 2002 18:37:00 GMT
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concerning the 10 guidelines: Amen Concerning practice mode: way too easy (Obelisk problems? rush through the back way, run inside, plant a timed, suicide yo bad self, repeat twice. No money wasted) Anyone else think GDI's vehicles aren't nearly as good?

Subject: Ten Things to do while playing on a team.
Posted by [Anonymous](#) on Thu, 07 Mar 2002 12:07:00 GMT
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If you are taking part of a "rush", don't back out. Think of it like an RTS. In the original Command and Conquer, if you selected a group of tanks to rush the enemy, and most of your tanks turned away and ran, would the "rush" be effective? No, and the same applies for this game. Too many times I have seen 3-4 Mammoths ready to rush, then when the rush takes place, 2-3 of the tanks will turn tail and run when they notice the leader taking damage. You will DIE in a rush, but you will also take out the enemy buildings if you ignore everything but the target. When you Rush, DO NOT STOP BECAUSE YOUR PAINT GOT SCRATCHED!!!

Subject: Ten Things to do while playing on a team.
Posted by [Anonymous](#) on Sat, 23 Mar 2002 10:44:00 GMT
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this is a good post and should not fade into oblivion. there's still plenty of players that need these kinds of tips, so i wanted to reply and bump it back to the front page! one thing on rushing. depending on how many are involved, sometimes discretion is the better part of valor. if there are only a couple of you going in and the base is loaded with defense, back off. don't give them easy points and money for their own rush!

Subject: Ten Things to do while playing on a team.
Posted by [Anonymous](#) on Sat, 23 Mar 2002 13:27:00 GMT
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Another thing! If you see a teammate retreating cause he is low on health then LET HIM PASS! Most of the time i die because while retreating i crash with a tank of my team and that noob instead of moving away presses the forward key and pushes me toward the mammoth tank. So please LET DAMAGED VEHICLES RETREAT!!!PS: And do not push your teammates in direction of the base defenses! Happened once to me. Some noob with his Apc pushed me around the corner and the obelisk toasted me.

Subject: Ten Things to do while playing on a team.
Posted by [Anonymous](#) on Sat, 23 Mar 2002 13:48:00 GMT
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quote:Originally posted by StoneRook:1. Organize and fight as one. Just dont run off doing your own thing. How many times has ONE person run into the base and get blown away? (against a prepared team that is) ;>2. TALK --- if you see something -- yell out -- (Like 'There is a sniper on the ridge - NW of T Field"):Problem w/ #2 is typing takes some time. The one thing you dont want to do is warn your team of an incoming vehicle but get killed b4 ur message is completely typed and sent. Of course you can just hit ctrl-0("enemy spotted!") even though it isnt very specific. They really need to either make alot more voice-commands, or allow microphone communication. Of course with all the lag complaints still going on, u probably cant expect microphone comm. to be allowed into the game anytime soon at all!! It would make lag worse. But they could at least do more voice-messages or better yet, allow u to make ur own and assign the keys yourself

Subject: Ten Things to do while playing on a team.
Posted by [Anonymous](#) on Sat, 23 Mar 2002 16:31:00 GMT
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If you can't take it on yourself, retreat and THEN warn the team. Hotwires etc. and defensive snipers are the best for updating the team. Hotwires etc. can usually hide in a vehicle. And snipers have free time on their hands. Great list BTW, let's hope everybody will understand these things soon.

Subject: Ten Things to do while playing on a team.
Posted by [Anonymous](#) on Sat, 23 Mar 2002 17:03:00 GMT
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Here is one other tip for those who like to take a vehicle in solo as an Engineer driving it. 1) if the vehicle is in good condition, don't get out of it in the enemy base unless you want to know what it looks like to be killed by your OLD vehicle. I have stolen a few enemy vehicles that were abandoned in my base because they went to repair it, or tried going into the building. Just use

the vehicle on the building for as long as you can.2) If you are an Engineer and going into the fight on foot to keep the hardware in 1 piece, pay attention to when they back up. Usually that means there is something there, move with the vehicle.3) If you are Hotwire or a Tech. and you are placing mines, remember there is a limit to how many mines can be placed at 1 given time. I think it is 30, please correct me if I am wrong. I made the mistake when I first started playing by placing mines all over the place, and I go back to where I started and the mines are gone. So don't just place mines anywhere, make sure they will be effective. There is nothing better than you repairing a building, and you hear "BOINK".And 1 final consideration. I have done this in the past, I just purchased a 1000 credit character, and the base get over run. You hear a the builing you are in is under attack, and taking damage fast. I will take the loss of money and change to an Engineer or Hotwire/Tech if i have the \$\$ and repair the building.These are just things I do, everyone is different, but remember you are on a TEAM, and as the saying goes, "THERE IS NO I IN TEAM

Subject: Ten Things to do while playing on a team.
Posted by [Anonymous](#) on Sat, 23 Mar 2002 17:09:00 GMT
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Here's another one:Use 'J', everybody being the same unit isn't a effective way of attacking the enemy.

Subject: Ten Things to do while playing on a team.
Posted by [Anonymous](#) on Sat, 23 Mar 2002 17:54:00 GMT
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quote:But they could at least do more voice-messages or better yet, allow u to make ur own and assign the keys yourself that's a great suggestion. user programmable commands, even if they're not audible, would be an excellent way of better coordinating forces and warning of enemy action. i hope somebody at ww is reading these posts and taking notes!

Subject: Ten Things to do while playing on a team.
Posted by [Anonymous](#) on Sat, 23 Mar 2002 18:56:00 GMT
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1. first thing, if anything. ASAP start dropping prox mines, in maps like under, I find this to be the first thing you should always do2. get a good offensive AND defensive3. don't waste all your money on vehicles (exp. if your teammates are also wasting their money) and just rushing a heavily gaurded base. SO many times I see my team do that, then when they actually attack, we have no money to buy vehicles to defend ourselves.4. whenever possible, try to kill any support engineers/hotwires/techs.5. for nod, kill GDI's harvestor early, I found this to be very effective since gdi's vehicles cost alot. GDI can do this as well, but it doesn't show as good of results, since they're stuff is cheaper. Also, protect your own if you can. If the enemies harvestor is stuck, just leave it.6. keep moving. try if you can, to never stand still, when in vehicles and when your not in them.7. cover all interences to your base, exp. in maps with no defense. Doing this will help keep

pesky engineers/techs/hotwires from destroying your vehicles8. heal whenever possible, and as fast as you can. Try to keep your tank alive as much as possible, and to be safe. Even if it's not completely healed, get in and drive away. This is good for gdi if invisible black hand should be near. Also, try to do this in your base as much as possible, much easier.9. During battles inside your buildings, if your getting low on health, hit a Purchase terminal and quickly hit 5. It's cheap, but hey. It gets the job done. Very Very Effective this is. Good for killing pesky infantry.10. Keep your distance. Always try to stay away from oncoming tanks and such, and try to aim in front of them so your shots more so hitting them.11. Dodge fire, jumping and ducking are good ways (just hit duck and let off) to avoid critical damage from sniper fire. Always pay attention to the surroundings.12. low class snipers, snipe humvees/buggies and artillery/MRLS as well as infantry. I found the sniper is pretty decent against those vehicles! I don't use 1000 cred snipers, so I can't say anything about them These are my words of advice. I found these to be very effective. Enjoy

Subject: Ten Things to do while playing on a team.
Posted by [Anonymous](#) on Sat, 23 Mar 2002 19:17:00 GMT
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quote:Originally posted by generalfox:5. If the enemies harvester is stuck, just leave it. This is the tactic of a noob. Don't exploit the harvester bug in this way. I'm sure you wouldn't like it if it happened to you. Otherwise reasonable tips, apart from the repairing your own vehicle one. That's just asking for it.

Subject: Ten Things to do while playing on a team.
Posted by [Anonymous](#) on Sat, 23 Mar 2002 20:03:00 GMT
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I cant seem to stress this enough. IF YOU A A MILE AWAY AND HAVE A STEALTH TANK OR LIKE USING MAMMIES ROCKETS DONT SHOOT AT THE TARGET A MILE AWAY. THEY DONT HAVE INFINITE RANGE, SURE IT MY DETRACT SOME1 FROM APPROACHING BUT ITS USELESS!!!!whoa i feel much better now

Subject: Ten Things to do while playing on a team.
Posted by [Anonymous](#) on Sat, 23 Mar 2002 20:57:00 GMT
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these are great tips for all of us average and new players. just hope everybody is paying attention. i can say this: my own rating has improved as i've played and learned. i'll never be a top-notch player, but my teamwork skills are coming along nicely! keep this post going!!

Subject: Ten Things to do while playing on a team.
Posted by [Anonymous](#) on Sun, 24 Mar 2002 02:54:00 GMT
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quote:Originally posted by eg:If you are taking part of a "rush", don't back out.Think of it like an RTS. In the original Command an Conquer, if you selected a group of tanks to rush the enemy, and most of your tanks turned away and ran, would the "rush" be effective?No, and the same applies for this game.Too many times I have seen 3-4 Mammoths ready to rush, then when the rush takes place, 2-3 of the tanks will turn tail and run when they notice the leader taking damage.You will DIE in a rush, but you will also take out the enemy buildings if you ignore everything but the target.When you Rush, DO NOT STOP BECAUSE YOUR PAINT GOT SCRATCHED!!!AMEN!!Don't be afraid of dying in a rush! Think of this as C&C strategy, and not last man standing in a realism game!

Subject: Ten Things to do while playing on a team.
Posted by [Anonymous](#) on Sun, 24 Mar 2002 03:09:00 GMT
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these tips are great... if your a retard and you dont know how to play games at all like alot of people these days teamwork is great, but in a LOT of cases going solo is the only way to go... for example the chances of 1 hotwire being seen sneaking through the tunnels and into a undefended base are pretty good... the chances of 3-4 getting through are awfully bad... even though u think theres more of you = more mines = more damage... its stupidtheyll kill u all, and defuse all of the mines, ive seen it happen all the timebut i have to say the most annoying n00b trait is gettin out of your vehicle to repair it uself...im a sniper... i LOVE playing these people, ill just get a perfect shot lined up, pop his head off, stroll right into the tank then take it back to base for repairs then i usually get out of it and give it to anybody that wants it koz i hate tanks anywayz... NEVER GET OUT OF YOUR TANKS YOU IDIOTS!!!

Subject: Ten Things to do while playing on a team.
Posted by [Anonymous](#) on Sun, 24 Mar 2002 05:21:00 GMT
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The dumbest thing a n00b can do(and its happened) is get out and repair their mammoth simply because they have the opportunity to do so .I was stealth blackhand, and i placed timed c4 on back of mammoth. Once it blew the driver got out just anywhere to repair it. Once it was almost completely repaired, i got in it .Heres a lesson to n00bs:As GDI: NEVER get out to repair ur tank unless either there is more than 1 person in it or u r near ur guard tower(towers can detect and kill cloakers)

Subject: Ten Things to do while playing on a team.
Posted by [Anonymous](#) on Sun, 24 Mar 2002 06:32:00 GMT
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well i suppose i've been lucky. i've never been killed while repairing my vehicle in the field. i always try to get in a spot that offers some protection, but there's been some times i was just waiting to get sniped or killed by a stealth. i did have it stolen by a idiot on my own team once. i didn't even bother to say "get out of the vehicle". anyone one that would steal a team mates tank

won't listen anyway...

Subject: Ten Things to do while playing on a team.
Posted by [Anonymous](#) on Sun, 24 Mar 2002 09:46:00 GMT
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quote:Originally posted by Ren Sizzlefab:This is the tactic of a noob. Don't exploit the harvester bug in this way. I'm sure you wouldn't like it if it happened to you. Otherwise reasonable tips, apart from the repairing your own vehicle one. That's just asking for it.It happens to me all the time. Guess what happens after it destroyed, it just gets stuck again!

Subject: Ten Things to do while playing on a team.
Posted by [Anonymous](#) on Sun, 24 Mar 2002 10:25:00 GMT
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yes, the harvy bug is most annoying, especially when the other team's harvy is functioning normally. i did manage to free a harvy on hourglass once that returned to normal, but i've heard they will just get stuck again alot of times too...

Subject: Ten Things to do while playing on a team.
Posted by [Anonymous](#) on Sun, 24 Mar 2002 14:37:00 GMT
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Most stuff has been said but heres a few:If your harvester ever goes into melee range with the enemy (as it does in some maps) load it up with C4 and let it take out a few enemies with it.If you find a couple of hotwires/engies backing up some tanks, quickly buy a buggy/hummvee and run them over in a kamikazee attack.If a flame tank has reached your base - respawn as an engineer and quickly C4 it before going to repair.If your in a stealth tank - always circle a GDI vehicle and ram it from behind with missles. It takes out ANY vehicle caught alone.[March 24, 2002: Message edited by: WRAITH][March 24, 2002: Message edited by: WRAITH]

Subject: Ten Things to do while playing on a team.
Posted by [Anonymous](#) on Sun, 24 Mar 2002 16:49:00 GMT
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quote:If your in a stealth tank - always circle a GDI vehicle and ram it from behind with missles. It takes out ANY vehicle caught alone that's a good point. when in a stealth, you have to be patient and avoid the temptation to take on an enemy vehicle head on. i always try to get behind the vehicle and wait for him to be engaged in combat, unless its a relatively weak one like a humvee or mrls. there's way too many people using a stealth as they would a medium tank and getting them wasted...

Subject: Ten Things to do while playing on a team.
Posted by [Anonymous](#) on Mon, 25 Mar 2002 00:07:00 GMT
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When I first played I was a NOD Tech and the powerplant's health was in the red and i was repairing the outside. well another player came buy and PM'd me to go inside and repair the MCT when we got inside there where 2 Hotwires placing explosives on the MCT I got my Remote C4 and placed it on both hotwires and blow them up. Next He told me to DISARM the c4 first. From that day on I repair the MCT now if im runnung toward the MCT then I begin repairing it the momment I get with in range.If there was one thing i really hated was when I stole an enemie tank and then see my own teammates firing at me. IF THE TANK SYMBOL IS YOURS DO NOT FIRE! IF IT ENTERS YOU BASE AND YOUR DEFENSE'S DO NOT FIRE THEN DON'T FIRE.ALSO TARGET THE VEC FIRST!

Subject: Ten Things to do while playing on a team.
Posted by [Anonymous](#) on Mon, 25 Mar 2002 07:36:00 GMT
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Glad to see some many people adding tips to this ---I forgot to mention sound.....I use the 5.1 system (surround sound) and i can hear from which direction something is coming (which works well in this game for some reason) --- i was havok - sniping on a tower - when from behind i heard the swish of someone running - i used the x key to flip 180 - and boom - a shimmer of a black hand stealth -- (coming to plant C4 on my noggin) my twitchy finger pulled -- "boink" - one suprised stealth....(of course -- most battle areas are too full of sound for this to work all the time -- but i've been hit to many times by someone hearing my footsteps in quiet area's)Follow up -- what i was trying to get out about saying something -- if you get wiped out in a tunnel for example - you run into 5 runners -- and they blow you away -- after you die -- type = "tunnel runners - arghhhhhh.....) ("Did he carve that in as he died?" (MP)But making a key to send directions would be helpfull --- lets you use the little compass on your arm....

Subject: Ten Things to do while playing on a team.
Posted by [Anonymous](#) on Mon, 25 Mar 2002 16:25:00 GMT
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sometimes i wonder if we're preaching to the choir here. it would be nice to hear from some newbies and former newbies, like myself, that respond with a thanks, or at least a kind word for the tips. i for one have read just about all the posts that attempt to help out the new guys, and i appreciate all the help i've received through tips like these!

Subject: Ten Things to do while playing on a team.
Posted by [Anonymous](#) on Mon, 25 Mar 2002 20:16:00 GMT
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It's refreshing to see tips and advice etc coming out rather than the usual trashing of "n00bs".

Most ppl forget they were new once, and one man's expert is another's "n00b". Remember what was said about a chain Ladder/rank is worthless and I'm in it for the fun, win lose or draw. Winning's better, but there's no point in b1tching if you get boinked. Although it's frustrating, it's also amusing to watch the scramble for vehicles and single-handed charges without any attempt at organising how/when/where the team will go. The best games are those with a mix of characters/vehicles and ALSO a mix of new, old, serious and fun players. If you're a player who takes the game too seriously to "tolerate" newer payers, then PLEASE password your games or put a clear description for it. Where possible I only join games which aren't clan, ladder or have a name that implies it won't be what I'm looking for. Most important tip of all - for everyone - is this is ONLY A GAME. Enjoy it!

Subject: Ten Things to do while playing on a team.
Posted by [Anonymous](#) on Mon, 25 Mar 2002 22:07:00 GMT
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Well, I will admit I forgot to say thanks for the tips when I first posted. So I will give a big THANKS to everyone who posted before and after I did. I also still come onto the thread to see if anything new has popped up and check for other threads that are helpful as well. This place is a great resource and I will continue to utilize any tools I find in here to make my play better, because Lord knows I need it. hehehe. Thanks everyone.

Subject: Ten Things to do while playing on a team.
Posted by [Anonymous](#) on Tue, 26 Mar 2002 03:50:00 GMT
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quote:Originally posted by zukkov:that's a great suggestion. user programmable commands, even if they're not audible, would be an excellent way of better coordinating forces and warning of enemy action. i hope somebody at ww is reading these posts and taking notes!Thats a good one. We need something like shortcut messages that you can enter before or in the game. Its nice if you can give alt-f1 a message like apc is comming in.

Subject: Ten Things to do while playing on a team.
Posted by [Anonymous](#) on Tue, 26 Mar 2002 03:54:00 GMT
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quote:Originally posted by zukkov:that's a good point. when in a stealth, you have to be patient and avoid the temptation to take on an enemy vehicle head on. i always try to get behind the vehicle and wait for him to be engaged in combat, unless its a relatively weak one like a humvee or mrls. there's way too many people using a stealth as they would a medium tank and getting them wasted...Good one... Most of the people just start shooting with the stealth when they see an enemy. First go to a sort of hiding place where only that enemy vehicle can see you. If you just start shooting a lot of enemy that you didn't see will shoot you.

Subject: Ten Things to do while playing on a team.
Posted by [Anonymous](#) on Mon, 08 Apr 2002 13:02:00 GMT
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Bumpity Bump

Subject: Ten Things to do while playing on a team.
Posted by [Anonymous](#) on Mon, 08 Apr 2002 14:05:00 GMT
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Nice tips! Here is another good tip! - Just because it is expensive, does not make it the better buy - Stealth Black hand is my favorite unit in the game and it only costs 400! Also, buy characters and vehicles for your abilities! Don't buy a sniper if you can't snipe and don't even want to snipe!-----Lots of times I see newbs saying "wow, I never knew you could take out a mammy with a nod officer (or something to that effect)" they try for hours and can't do it, and this opportunity doesn't come up often so they buy a nod officer and wait for a mammy to come while not doing anything else. Just standing there! Letting their team mates die and their base be destroyed! Sorry for rambling on but this REALLY annoys me! [April 08, 2002: Message edited by: huntleader]

Subject: Ten Things to do while playing on a team.
Posted by [Anonymous](#) on Mon, 08 Apr 2002 15:28:00 GMT
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Don't underestimate the power of a single soldier. On bases with no defenses, (works best with Patch or stealth guy), a single C4 and your weapon are enough to take out a building on your own. I was playing on Walls, ran into GDI's powerplant, stuck C4 on their MCT and started shooting away. The buggers were too busy looking for the decoy beacons they ignored me.

Subject: Ten Things to do while playing on a team.
Posted by [Anonymous](#) on Mon, 08 Apr 2002 21:43:00 GMT
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quote:Originally posted by zukkov: this is a good post and should not fade into oblivion. There's still plenty of players that need these kinds of tips, so I wanted to reply and bump it back to the front page! That's what I am doing now. If anyone knows a noob around the block (or someone who could use this), tell them to go to this thread! Give them this url
http://messagebrd.westwood.ea.com/cgi-bin/boards/ren/english/ultimatebb.cgi?ubb=get_topic&f=2&t=000227.

Subject: Ten Things to do while playing on a team.
Posted by [Anonymous](#) on Mon, 08 Apr 2002 22:11:00 GMT

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ALWAYS check to see if a vehicle is controlled by your team or not. This is especially important on maps that have no automated defenses. I "borrowed" a medium tank from a recently deceased engineer and proceeded to casually cruise into the GDI base (I was NOD). I was driving straight at another GDI engineer and he started repairing me! I knew he was new to the game, so I let him fully repair me before squishing him. If the targeting sights are RED, IT AIN'T YOURS! Stickman

Subject: Ten Things to do while playing on a team.
Posted by [Anonymous](#) on Tue, 09 Apr 2002 04:07:00 GMT
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Some good tips here. Some I figured out on my own, some I didn't. Myself I'm okay at playing Renegade but I'm not good at teamwork. I try, suggest plans, warn of incoming flamers and stuff like that but on the whole it doesn't work or doesn't work as intended (Among other things it doesn't seem that anyone listens). More on what's useful and what isn't would be nice. Also, one thing that has been bugging me - are there any weak spots on vehicles like there's weak spots on people? Is there any 'headshots' on vehicles? Okay since this is supposed to be a tips thread I guess I should suggest one thing: I find it is much better to use the alternate steering method for vehicles, with the WASD for steering and mouse for aiming. Made the light tank a whole lot deadlier using that control set, since you can aim behind you and dodge much more effectively with it.

Subject: Ten Things to do while playing on a team.
Posted by [Anonymous](#) on Tue, 09 Apr 2002 04:29:00 GMT
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thanks for bringing this post back out of the cobwebs. i only hope the newer players will read these tips and learn something. for the benefit of the newer players, i would just like to say (or repeat someone that's already said) that while this game is a fps, it does require teamwork to win. yes i've seen games won without teamwork, but that only means the enemy was worse at it than our team. but you can't count on the enemy to accomidate you that way often. just try to be a johny on the spot and help other team members as much as possible. when you buy a vehicle, it's best to go out into the fray with at least one other vehicle rather than out on your own. try to concentrate your firepower on what other vehicles are shooting at. if there are already lots of vehicles on the battlefield, then go out as an engie/tech/hotwire and repair those that are already engaged. when you first enter a game or respawn, check around for base defense players. if there are none, then hang back at base and play defensive. patrol and check all areas of approach to the base or buildings. are they mined? if not, become a tech/hotwire and mine them. all too often the whole team is out on the battlefield and 1 lone enemy can knock out a building or 2 cuz no one was there to stop him. anyway, there are so many things that could be added, but the main point of this thread is to get you to be a team player and not a 1 man army...

Subject: Ten Things to do while playing on a team.

Posted by [Anonymous](#) on Tue, 09 Apr 2002 05:25:00 GMT

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I truly wish I could be in a game with some of you guys, tactics are vital in renegade, and every game i seem to join nobody listens or seems to do anything even remotely resemble a tactic... let alone many tactics which are pretty much what is required to win a game... (or make it a fun game)... I say bring on the players who aren't all rambo's and want to work as a team in one place... call that place a 'teamwork forum'.. and let the good games roll on !

Subject: Ten Things to do while playing on a team.

Posted by [Anonymous](#) on Tue, 09 Apr 2002 13:48:00 GMT

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I started a website rensrv037 which contains some tips collected from posts like this one. I am sorry about the quality of the site though. I simply don't have time to make it pretty.

Subject: Ten Things to do while playing on a team.

Posted by [Anonymous](#) on Tue, 09 Apr 2002 18:19:00 GMT

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I have an idea that works on maps w/o BDsRUSH RIGHT WHEN YOU START THE GAME. I have seen games end in 30 secs this way. Works for NOD and GDI. Try it

Subject: Ten Things to do while playing on a team.

Posted by [Anonymous](#) on Tue, 09 Apr 2002 18:23:00 GMT

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Forgot the part were u need to get some help from ur team mates. sorry bout that

Subject: Ten Things to do while playing on a team.

Posted by [Anonymous](#) on Tue, 09 Apr 2002 18:51:00 GMT

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You know, I think we may be making a dent in the teamwork war. I think there are two forum server games now, dedicated to Teamwork, and more and more folks who want to explore the value of teamwork in the game. Here is my plan. I'm going to place my WOL name here, and anyone who would like to attempt some teamwork (even two people working together can produce miracles) can add me to their buddy list, and I would love to do the same to anyone who posts their WOL nickname. I play at weird hours, but if enough of us hook up, we may be able to reliably find someone with whom to team. If we keep this kind of pressure and insistence up, we may just make a dent in the rambo league. WOL: Particlenemail: jorlisa@yahoo.com
