
Subject: Tips for Nod & GDI

Posted by [Anonymous](#) on Tue, 19 Mar 2002 05:24:00 GMT

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Well guys there r alot of tactic for GDI & Nod I wish that ppl who r playing Renegade will share some tactic with the rest, so that the game can be more

funFrom:Evil_Epyon-----Always share tips with others

Subject: Tips for Nod & GDI

Posted by [Anonymous](#) on Tue, 19 Mar 2002 08:13:00 GMT

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Alway`s mine the second level of the tunnels, you`ll save on # of mines that way, and won`t have to worry so much about people running around and putting mines everywhere!And as the black hand stealth soldier, don`t reveal yourself and shoot at your target, your gun really isn`t that powerfull. Just plant C4 on your unsuspecting victim! Its much funnier!And if you play as a sniper, keep moving around! Don`t ever stand still, playing as any character. Do YOU want to be the next target of the sniper that does run around a lot. I DON`T THINK SO!!!EnjoyPeace

Subject: Tips for Nod & GDI

Posted by [Anonymous](#) on Tue, 19 Mar 2002 13:07:00 GMT

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i have a realy bale ***** tactic that nearly always work, even agains a defeneded base. you buy tech/hotwire + apc and drive sucicie into a building and jump out and in to the building plant bombs and boom. (if you detonate the 2 remotes at the same time the 2 timed go off you can destroy a building alone!) this works extreme against gdi but not as good against nod unless there is no base defence. and before you use this tactic on other buildings, KILL THIER AIRSTRIP/WEAP FACTORY FIRST, and that is vital. it will never work to drive into a base without getting killed if they have ap weapons, so first drive to thier tank factory and when it is blown, wreck havoc! (using this tactic it is not uncommon to destroy thier whole base alone, iv'e done it 2 times and used this tactic like 3-5 times.

Subject: Tips for Nod & GDI

Posted by [Anonymous](#) on Tue, 19 Mar 2002 14:05:00 GMT

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quote:Originally posted by OllBollen: KILL THIER AIRSTRIP/WEAP FACTORY FIRSTNope.If you're on Nod, blow the Weapon Factory.If you're on GDI, blow the Hand of Nod.GDI's strength is their vehicles.Nod's strength is their infantry.

Subject: Tips for Nod & GDI

Posted by [Anonymous](#) on Tue, 19 Mar 2002 14:12:00 GMT

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That is my favorite tactic, but I prefer getting in with a buggie or Humvee, less noticable. Of course, any halfway decent team will have these buildings mined to heck, so you'll usually walk right into a bunch of proxy. That's why it's important to bring a grunt soilder along...if there are mines, they gotta take the fall...if there are no mines, then they provide good cover!

Subject: Tips for Nod & GDI

Posted by [Anonymous](#) on Tue, 19 Mar 2002 14:23:00 GMT

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quote:Originally posted by Ren Sizzlefab:Nope.If you're on Nod, blow the Weapon Factory.If you're on GDI, blow the Hand of Nod.GDI's strength is their vehicles.Nod's strength is their infantry.what u are saing is all wrong ...if you are playing in a map where u have defens ... u sould always go for the factory/airstrip try taking out the guard tower with only infantry

Subject: Tips for Nod & GDI

Posted by [Anonymous](#) on Tue, 19 Mar 2002 14:32:00 GMT

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If there are defenses, the timed C4 will not go off because the base defenses will have disarmed them. The tower/building will also not be destroyed because the engies will have repaired it... The only sure-fire way to do this is to plant a beacon outside of the structure... (Easy as Nod...)

Subject: Tips for Nod & GDI

Posted by [Anonymous](#) on Tue, 19 Mar 2002 15:13:00 GMT

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quote:Originally posted by Krexxor:what u are saing is all wrong ...if you are playing in a map where u have defens ... u sould always go for the factory/airstrip try taking out the guard tower with only infantry What you are saying is wrong. If you are playing on a map where you have defense, you should take out either the power plant or the AGT/Obelisk first, then run rampant through the base.If you are playing on a map without defense, you need to take out the Hand of Nod as soon as possible to stop Stealth/Nuke runs.If you're going for the airstrip/factory on a base with defenses, you're not a very good team player, are you?

Subject: Tips for Nod & GDI

Posted by [Anonymous](#) on Tue, 19 Mar 2002 15:43:00 GMT

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quote:Originally posted by Ren Sizzlefab:What you are saying is wrong. If you are playing on a

map where you have defense, you should take out either the power plant or the AGT/Obelisk first, then run rampant through the base. If you are playing on a map without defense, you need to take out the Hand of Nod as soon as possible to stop Stealth/Nuke runs. If you're going for the airstrip/factory on a base with defenses, you're not a very good team player, are you? true ... the power is the prime target in a defense map ... but they can still buy a APC and rush your base but if you got the factory/airstrip it is impossible for them to kill your base (not in all maps) i agree that the prime target in a non defense map is the hand of nod www .. ic .. so if i kill the factory/airstrip i am not a good team player ... well that makes much sense i think i am a good team player ... i dont mind much for points, i only think for the good of the team ... i am always look how the team is doing and where i am the most needed u cant go all tank or all infantry .. some ppl dont see that ... they just snipe becuz they like to snipe not becuz its is the best think for the team. look me up in the ladder ... Krexxor

Subject: Tips for Nod & GDI

Posted by [Anonymous](#) on Tue, 19 Mar 2002 15:58:00 GMT

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I would say take out Power is the most important. When the power is down base defence no longer works and their cost is double. They have to spend so much money just to buy a buggy. It will hinder the GDI more as Med tank will cost 1600 and Mammoth at 3000. Same for Nod things become expensive you want to conserve money. The next target should be refinery this will totally make them have no money to buy anything even a hotwire/tech becomes expensive. The next should be barrack or The hand to remove the more powerful infantry as infantry is a lot harder to hit compare to tanks. If they have large number of Raveshaw and Mendoza and Sakuza is a lot harder to deal with compare to an artillery or flame tank. The next will be doing constant damage to the remaining building from long range using tanks and using a bunch of unit to try to plant beacon at the end of game thingy. Most of the opposing team will try to repair the building because they still have a chance to buy a tank or something like that and will be eng trying not to lose the air strip or war fact. When they hear a beacon is deployed some of them will try to disarm the beacon and come out to find it. Either thier war fact will be blown up or the nuke or ion cannon will hit.

Subject: Tips for Nod & GDI

Posted by [Anonymous](#) on Tue, 19 Mar 2002 16:17:00 GMT

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it doesnt really matter ... every building is important ... it all depends on the map u are playing on ... just kill the first building if u keep your defense tight and the enemy lost 1 building ... its almost impossible for them to win

Subject: Tips for Nod & GDI

Posted by [Anonymous](#) on Tue, 19 Mar 2002 16:37:00 GMT

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Yes Krexxor, they can buy an APC to rush your base, but you'll have defended against that tactic, won't you? Besides, once the defenses are gone, you'll be in their base, so they won't have much of a chance to get the APC out undamaged. And yes, if you've taken out the airstrip instead of disabling the defenses, it does a lot less for the team. I admit that it just about removes any chance of them destroying your base, but it doesn't make it much easier to destroy theirs. You can still end up losing on points

Subject: Tips for Nod & GDI

Posted by [Anonymous](#) on Tue, 19 Mar 2002 19:24:00 GMT

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This depends greatly on if the map has defences or not. If it doesn't then you should try to coordinate an attack on both the barracks/hand o' nod and the weapons factory/airstrip. Both buildings are important, as a defence perimeter can be set up with a few tanks and proxie C4s, not to mention that the right infantry unit(s) can take out tanks quickly and vice versa. If the map has defences then you should try to take the obelisk/tower out first, it's hard to rush another building if your ass is getting shot to ****, although if you can get to the power plant without dying then do it, then the enemy will have a hard time building the money up to attack you with more than a buggy.

Subject: Tips for Nod & GDI

Posted by [Anonymous](#) on Wed, 20 Mar 2002 04:26:00 GMT

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On maps without defenses I first go for the tiberium refinery because it's almost never mined or HON and airstrip are useless if there's no cash.

Subject: Tips for Nod & GDI

Posted by [Anonymous](#) on Wed, 20 Mar 2002 05:03:00 GMT

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I'm not sure if this is a thread for offensive tactics only, but I can't stress enough how important a good defense is! I was just in a game where no one on our side was defending except me. At least not until our buildings started to go. I joined too late to get mines spread out and 1 or 2 noddies were running amuck seemingly untouched. Guys, it takes both offense and defense! But I guess I'm probably preaching to the choir here anyway... sigh... [March 20, 2002: Message edited by: zukkov]

Subject: Tips for Nod & GDI

Posted by [Anonymous](#) on Wed, 20 Mar 2002 11:42:00 GMT

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quote:Originally posted by zukkov:i'm not sure if this is a thread for offensive tactics only, but i can't stress enough how important a good defense is! i was just in a game where no one on our side was defending except me. at least not until our buildings started to go. i joined too late to get mines spread out and 1 or 2 noddies were running amuck seemingly untouched. guys, it takes both offense and defense! but i guess i'm probably preaching to the choir here anyway... sigh...[
March 20, 2002: Message edited by: zukkov]very true ...so i told in my post:" it doesnt realy matter ... every building is important ... it all depends on the map u are playing on ... just kill the first buildingif u keep your defenses tight and the enemy lost 1 building ... its almost impossible for them to win "
