
Subject: TD Strategies.. what was your favorite?
Posted by [Anonymous](#) on Sun, 07 Apr 2002 13:32:00 GMT
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Havoc/Commando sure has changed a lot since TD! anyways i would like to see a level that had a town in the middle like RA2, this way to own the center of the map you would have to own it with infantry becuase tanks would have a hard time manuvering in it. This idea is gets even better when flying ships go into play. I would also like to see a very classic TD dawn level, like one taken out of a mission and it would be very huge making it a prime place to have snipers.

Subject: TD Strategies.. what was your favorite?
Posted by [Anonymous](#) on Sun, 07 Apr 2002 14:33:00 GMT
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quote:Originally posted by Slavik81:You already posted this...But I'm interested...VM posted this here too because some people ONLY browse the tactics forum...

Subject: TD Strategies.. what was your favorite?
Posted by [Anonymous](#) on Sun, 07 Apr 2002 14:36:00 GMT
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quote:Originally posted by kiwi98989:I would also like to see a very classic TD dawn level, like one taken out of a mission and it would be very huge making it a prime place to have snipers.
VM is thinkin about makin a level likes this when the map support comes out. VM's favorite TD level was the one where you start off with a Nod commando and have to save some engineers from GDI and then take over a Nod/GDI base with a gunboat patrolling it.

Subject: TD Strategies.. what was your favorite?
Posted by [Anonymous](#) on Sun, 07 Apr 2002 14:54:00 GMT
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my favorite strategy was one i took off the tips board posted on a fan's sight. it only works when you started with 10000 credits. you built pp then refinery, then airstrip. then just start producing bikes. when you got about 6 of em, you went after the enemy harvy for har@ssment purposes. meanwhile you built tanks as fast as you could and attacked the enemy base, all the while continuing to build tanks. if the first wave failed, the second one would usually get em. this strat worked against average players, but failed miserably against good ones. lol...

Subject: TD Strategies.. what was your favorite?
Posted by [Anonymous](#) on Sun, 07 Apr 2002 16:46:00 GMT
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WHy the hell do you talk about yourself in the third person?

Subject: TD Strategies.. what was your favorite?

Posted by [Anonymous](#) on Sun, 07 Apr 2002 17:21:00 GMT

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Recon bike rush owned, especially if instead of making tanks you just kept making more and more recon bikes.

Subject: TD Strategies.. what was your favorite?

Posted by [Anonymous](#) on Mon, 08 Apr 2002 00:39:00 GMT

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You know, its too bad Westwood did a poor job at making real C&C maps. VM beleives, the bigger the map, the more team work is needed. Anyways, VM thinks it would be nice to look back at C&C TD where you put your units in teams and they cooperated, you used strategy, and you won. Lets also look back at the units, and how much they have been changed from TD. All Units/Buildings are in order according to cost. Remeber this is for Multiplay, not single player. And yes, the rocket launcher was on Nod in multiplayer. Infantry Units [7] Shared (3) The Minigunner (100) The Engineer (500) The Commando (1,000) GDI (1) The Grenadier (120) Nod (3) The Flame Thrower The Rocket Launcher (300) The Chem Trooper (500) The Vehicles [23] Ground Units (14) Shared (4) The Armored Personell Carrier (700) The Rocket Launcher (800) The Harvester (1400) MCY (5,000) GDI (3) The Hummer (400) The Ambrams Medium Tank (800) The Mammoth Tank (1200) Nod (7) The Nod Buggy (300) The Mobile Artillary (450) The Recon Bike (500) The M2A2 Bradley Light Tank (600) The Honest John SSM Launcher (750) The Flame Tank (800) The Stealth Tank (900) Aircraft (4) Shared (1) The Transport Helicopter (?) GDI (2) The A-10 Warthog (N/A) The orca (1,000) Nod (1) The Apache (1,000) Watercraft (2) The GDI Gunboat Hover Craft Buildings [21] Bunkers (5) The wooden Fence (10) Barbed Wire (25) Sandbags (50) Chain Linked Fence Concrete Wall Structures (17) Defence Structures (5) GDI (2) Guard Tower (500) Advanced Guard Tower (1,000) Nod (3) Turret (600) SAM (surface to air Missile) Site (750) Obelisk of Light (1,500) Factorys, etc. (12) Tiberium Silo (150) Barracks/Hand of Nod (300) Power Plant (300) Advanced Power Plant (700) The Comm. Center (1,000) Repair Bay (1,200) Helipad (1,500) The Tiberium Refinery (2,000) Weapons Factory/Airstrip (2,000) Advanced Communication Center (GDI only) (2,800) Temple Of Nod (Nod Only) (3,000) Construction Yard (5,000) (not buildable) Others [2] Visceroid Mobile HQ Now that VM has your attention... How much has TD really changed? What were your favorite Strategys?

Subject: TD Strategies.. what was your favorite?

Posted by [Anonymous](#) on Mon, 08 Apr 2002 00:50:00 GMT

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You know, Renegade isn't much different then TD. GDI was the raw power side and NOD the sneaky. GDI still has it's power and NOD it's sneakiness. Use soldiers against soldiers, tanks against tanks (except now tanks are way more powerfull against ordinary infantry). I only miss my

trusty recon bike.Favorite TD tactic:Let a couple of MLRS fire on the base from a distance and then send in a chopper with engi's... just loved it...still love it. One point I just like to make is: the rocket soldier should be more effective against tanks. I find him to weak and hardly nobody uses him (on the server I play). In TD it were like 5 rockets to kill a tank. Now 15/more or so (haven't counted, will research).

Subject: TD Strategies.. what was your favorite?
Posted by [Anonymous](#) on Mon, 08 Apr 2002 00:58:00 GMT
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You already posted this...But I'm interested...

Subject: TD Strategies.. what was your favorite?
Posted by [Anonymous](#) on Mon, 08 Apr 2002 02:17:00 GMT
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quote:Originally posted by Letuce2:You know, Renegade isn't much different then TD.GDI was the raw power side and NOD the sneaky. GDI still has it's power and NOD it's sneakiness.Use soldiers against soldiers, tanks against tanks (except now tanks are way more powerfull against ordinary infantry). I only miss my trusty recon bike.Favorite TD tactic:Let a couple of MLRS fire on the base from a distance and then send in a chopper with engi's... just loved it...still love it. One point I just like to make is: the rocket soldier should be more effective against tanks. I find him to weak and hardly nobody uses him (on the server I play). In TD it were like 5 rockets to kill a tank. Now 15/more or so (haven't counted, will research).rockets should be more effective against vehicles and MUCH harder to use...bigger bang, no so high rate of fire...rocket launcher should be shoulder fired, DESIGNED for hit&run tactics, shoot the tank, give it a good beating, THEN RUN!,

Subject: TD Strategies.. what was your favorite?
Posted by [Anonymous](#) on Mon, 08 Apr 2002 09:34:00 GMT
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hey hey, TD time yeah! Yes, first as GDIdefence against those bikes and small tanks THEAN try to prevent stealth tanks (for attacking havester or base)finally? MM Tanks and ion cannon! haha.oh well, time to install in again.....
