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Subject: GDI & Nod tips and strategies

Posted by [Anonymous](#) on Sun, 12 May 2002 17:33:00 GMT

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GDI Tips:-Mammoth tanks have two cannons and rockets. Use the cannons on buildings and the rockets for infantry.-Patch's tiberium flechette pistol may not look like much, but it packs a powerful punch against vehicles.-Minigunner officers are excellent at helping to detect enemy stealth tanks. Fire a spread of gun fire across the battlefield, and any stealth vehicle hit will usually glimmer a bit more brightly when struck.-Make sure to support Sydney (with personal ion cannon) with a Havoc or a minigunner, as the PIC has a long reload time and will need anti-infantry support.-Support you armor with engineers. The mammoth tanks are massively powerful, but without engineer support, Raveshaws and Black Hand lasers will rip right through it.Nod Strategies:-Stealth and speed are your main weapons. Vehicles are less armored, but they cost less.-Three or four flame tanks are a force to be reckoned with.-A stealth trooper with a nuke beacon is a very deadly thing.-The chem trooper is in a fully enclosed suit, so don't be afraid to use tiberium fields to your advantage. No other infantry can walk through them.-Keep moving; GDI's armor is strong, but it is also slow. If you stay out of range, you should be able to do massive damage to them from afar.\*All tips and strategies are from Computer Gaming World and Prima's Official Stragey Guide for C&C: Renegade.

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Subject: GDI & Nod tips and strategies

Posted by [Anonymous](#) on Sun, 12 May 2002 19:40:00 GMT

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boink....

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Subject: GDI & Nod tips and strategies

Posted by [Anonymous](#) on Sun, 12 May 2002 20:19:00 GMT

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Yeah thats it lenchmob! Yea! What it is!

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Subject: GDI & Nod tips and strategies

Posted by [Anonymous](#) on Mon, 13 May 2002 09:31:00 GMT

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quote:Originally posted by bigejoe14:GDI Tips:-Mammoth tanks have two cannons and rockets. Use the cannons on buildings and the rockets for infantry.This has been said before, but I'll say it again. The only reason to use the cannons of the mammoth are that the missiles don't reach. Whenever an enemy unit/structure is close enough to be hit with the missiles, don't hesitate. They always do more damage if hit their target, regardless of the unit type.

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Subject: GDI & Nod tips and strategies  
Posted by [Anonymous](#) on Tue, 14 May 2002 00:56:00 GMT  
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Hey bro! check the bottom of my post just befor my sig with the \*.

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