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Subject: A beautiful Idea

Posted by [Anonymous](#) on Sun, 26 May 2002 13:08:00 GMT

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who knows, but if you explain it right, its worth a shot. The really good players would get it right for sure. It make take 10 minutes to explain to thm how to do it, if they are willing, and if it takes that long to explain, I would hope that they go to the PT to read the discusson over again \*sigh\* silly n00bs..Thanks for the feedback, you got 2 good points, but I am gonna try to use it someday if I'm on a team that uses teamwork

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Subject: A beautiful Idea

Posted by [Anonymous](#) on Sun, 26 May 2002 16:29:00 GMT

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there's 1 minor problemThe agt has 4 mounted machinegunsif you flame rush to wf, only 2 or 3 will be attracted. The stealths will have some attention drawn to them via machine gun, but not muchthat and its just too hard to do, but im up for it

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Subject: A beautiful Idea

Posted by [Anonymous](#) on Sun, 26 May 2002 16:36:00 GMT

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This wouldn't work. The hardest part part of Renegade is Teamwork. And since there aren't that many team players and too many solo players This would take a long time to organize. Since I've try organizing rushes before. It took me nearly 10 minutes

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Subject: A beautiful Idea

Posted by [Anonymous](#) on Sun, 26 May 2002 20:49:00 GMT

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Stealth Tanks take out buildings like one second slower than flame tanks at point blank range...but if the stealth fires before it reaches the target, the stealth kills a building faster

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Subject: A beautiful Idea

Posted by [Anonymous](#) on Mon, 27 May 2002 00:16:00 GMT

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Yup, thats right.I just thought of it so it might not be so great. K.On C&C\_City, a good rush for Nod is as follows.3 flames come in from highway, and distracting the AGT, while 4 stealth tanks all with Stealth BH and beacons come through the other side. 2 biuldings are picked, and 2 tanks go to each. Then 1 person layes a beacon while the other protects him then they switch.Have rest of team keep the rest of the map under control.Since it is expensive to do, make sure you've done a

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couple flame rushes to get some cash.I just thought this up cause im bored. Tell me if its good.[  
May 26, 2002: Message edited by: Kirovy1234 ]

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Subject: A beautiful Idea  
Posted by [Anonymous](#) on Mon, 27 May 2002 00:46:00 GMT  
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Really hard to organize. Really expensive. Would be a lot easier with just flame tanks, that could be complimented with techs.

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Subject: A beautiful Idea  
Posted by [Anonymous](#) on Mon, 27 May 2002 00:52:00 GMT  
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BUT, it is not as fun, and might be a little more successful. Besides, its new, and people say they are getting sick of this games because its always the same tactics. Try a new one.

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Subject: A beautiful Idea  
Posted by [Anonymous](#) on Mon, 27 May 2002 00:58:00 GMT  
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Old tactics that work are better than new ones that don't. I mean I know your thing will work if everyone knows what they are doing, but when do people actually know on public servers?

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Subject: A beautiful Idea  
Posted by [Anonymous](#) on Mon, 27 May 2002 01:04:00 GMT  
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it would be cheaper to just go in with stanks with no beacons, stanks and flames do the same damage per burst. Since the flames are coming from the bridge they can either get wf or refinery, and theres already 3 flames so unless they had 1k chars and tanks shooting u those 3 tanks would be able to blow up at least one build. At the same time those 4 stanks can blow up bax and power. GDI can't defend 2 or maybe 4 builds at same time since some of them will be trying to kill u

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Subject: A beautiful Idea  
Posted by [Anonymous](#) on Mon, 27 May 2002 01:24:00 GMT  
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quote:Originally posted by Kirovy1234:Yup, thats right.I just thought of it so it might not be so

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great. K.On C&C\_City, a good rush for Nod is as follows.3 flames come in from highway, and distracting the AGT, while 4 stealth tanks all with Stealth BH and beacons come through the other side. 2 buildings are picked, and 2 tanks go to each. Then 1 person lays a beacon while the other protects him then they switch. Have rest of team keep the rest of the map under control. Since it is expensive to do, make sure you've done a couple flame rushes to get some cash. I just thought this up cause im bored. Tell me if its good. [ May 26, 2002: Message edited by: Kirovy1234 ] This always works to... Two flames heading for the pp.... and two stealth to the wepfac. First flame the pp... they hear pp under attack.. Then shoot the WepFac with the stealth they won't here a message wepfac under attack. Maybe the pp doesn't get destroyed but you will get the wepfac in this way.....

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Subject: A beautiful Idea

Posted by [Anonymous](#) on Mon, 27 May 2002 03:13:00 GMT

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Good idea on paper, but in reality it's not going to be possible to organize.. too many idiots don't listen.

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Subject: A beautiful Idea

Posted by [Anonymous](#) on Mon, 27 May 2002 03:56:00 GMT

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quote:Originally posted by Aramachus: Good idea on paper, but in reality it's not going to be possible to organize.. too many idiots don't listen. And there is a big difference between 16 player games and 40 player games....

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Subject: A beautiful Idea

Posted by [Anonymous](#) on Mon, 27 May 2002 04:21:00 GMT

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Still doesn't necessarily mean they'll listen..

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Subject: A beautiful Idea

Posted by [Anonymous](#) on Mon, 27 May 2002 06:58:00 GMT

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quote:Originally posted by Kirovy1234: Thanks for the feedback, you got 2 good points, but I am gonna try to use it someday if I'm on a team that uses teamwork Anytime.

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Subject: A beautiful Idea

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Posted by [Anonymous](#) on Mon, 27 May 2002 10:18:00 GMT

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It can be done...with a lot less players Yesterday on city, one flame tank went for the Weap Fac, the entire GDI team went to repair building/kill him...2 minutes later, I was standing amidst the burning ruins of the barracks, the PP, and the ref. Edit: and the GDI team was still busy with the other flame-tank at the weap fac.... [ May 27, 2002: Message edited by: Timius ]

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Subject: A beautiful Idea

Posted by [Anonymous](#) on Mon, 27 May 2002 21:24:00 GMT

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I know a great tactic for GDI on hourglas. It includes a hotwire and a hummer and lets you blow the obelik.

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Subject: A beautiful Idea

Posted by [Anonymous](#) on Mon, 27 May 2002 21:31:00 GMT

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You comments on the rush I've seen a few times one vehicle hits weps and several others make breaks for others. It's worked a lot more than not

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Subject: A beautiful Idea

Posted by [Anonymous](#) on Tue, 28 May 2002 14:20:00 GMT

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quote:Originally posted by H3liCat:there's 1 minor problemThe agt has 4 mounted machinegunsif you flame rush to wf, only 2 or 3 will be attracted. The stealths will have some attention drawn to them via machine gun, but not muchthat and its just too hard to do, but im up for itI've studied the AGT to find out about the 4 mounted guns. The AGT has 2 sets of 2 guns that concentrate on 2 different targets. So it has 2 guns shooting at one thing, 2 guns shooting at another, and the rocket launcher attacks the nearest enemy. The 4 guns never shoot at 4 different enemies at a time. So if 3 flame tanks infiltrate, 1 of them can get in with no damage (except maybe some damage from the rocket launcher). quote:Originally posted by apocypher:This wouldn't work. The hardest part part of Renegade is Teamwork. And since there aren't that many team players and too many solo players This would take a long time to organize. Since I've try organizing rushes before. It took me nearly 10 minutes That's why people invented clans. Many clans have playbooks, sort of like football. The clan leader just says the name of the play while he's in the game and everyone sets up. They wait, and when everyone says Affirmative, they move out and do the play. Works like a dream.

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