

---

Subject: Base Assaulting

Posted by [Anonymous](#) on Fri, 12 Jul 2002 15:04:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I used to have a 56k and games were just to laggy to go for base attacks, so i used to either defend or just go round killing infantry. But now i have broadband i want to start assaulting bases and planting nukes! Im not a n00b or anything but i just can't do it, i normally just get killed before i reach my destination, or even if i don't i go to plant the beacon and i get killed while doing it! Anyone got any tips?

---

---

Subject: Base Assaulting

Posted by [Anonymous](#) on Fri, 12 Jul 2002 15:47:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Start off by backing up some other attackers. Jump in an APC when they are gonna rush the PP, and watch what your teammates do. Watch how they approach a target, watch how they lay their mines at the MCT, and watch what they do while waiting for their mines to blow. Communicate with your team, many won't respond, but those that do usually know that good communication can win the game. Tell them if a building is unmined, or if they are massing for a flame rush. Call out if you notice a pair of stealths leaving their base. Good Luck!

---

---

Subject: Base Assaulting

Posted by [Anonymous](#) on Fri, 12 Jul 2002 16:06:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Well you can not assault a base alone that is for sure unless its a map without base defence and you are planing to Stealth Nuke the GDI. Sometimes base assault is not where you get points but from killing tanks or surround their base entrance and kill anything comes out of it.

---

---

Subject: Base Assaulting

Posted by [Anonymous](#) on Fri, 12 Jul 2002 19:34:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

if ur gonna rush with an apc, if u hear the ob fire at a different unit, u should begin to go and u will go faster then usually but watch out for others.

---

---

Subject: Base Assaulting

Posted by [Anonymous](#) on Sat, 13 Jul 2002 01:19:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Just remember....Only a Technican can go into a building and raise it single handed with ease. You can with a beacon, but the whole base will be watching....and at the endgame with only

---

1 building left, they tighten their defences, and you will NOT be able to put a nuke.My Wis\*!\*dom

---

---

Subject: Base Assaulting

Posted by [Anonymous](#) on Sat, 13 Jul 2002 11:16:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Dave not true...Today on Islands. I was Nod.I repair the HON from MLRS attacks (From the GDI base) and as soon as I get \$1400 credits, I buy a SBH + Nuke. I go to the enemy refinery and see to my surprise an empty MLRS behind the one that is still shooting the HON. I place my beacon between the Silo and the Ref, and jump in the MLRS. I kill the other one with it and start protecting my beacon with it. Boom. Ref gone. My MLRS is at 50 Health and under attack of a Mobius, so I jump out and run back to base to get another Nuke. On my way back to the GDI base I see a n00b Havoc standing still and I C4ed him. Meanwhile a teammate blew the WarFac, and I hear a rain of 4 letter words shouted at me. (For the C4ed Havoc). I wait next to the destroyed Ref for 4 minutes untill I saw that all the enemy Engies are attacking our base. I plant my nuke under the GDI logo on the backside, recloak and hid next to the Refinery. A Mobius comes running to the beacon and starts shooting his VoltGun around, hoping to hit me. I hide in the Ref and my Nuke blows, winning the game. No engi even came to disarm it.So it is possible to nuke the last building. It just takes patience.

---

---

Subject: Base Assaulting

Posted by [Anonymous](#) on Sat, 13 Jul 2002 11:55:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Ok, I was on a 2 hour game this morning, and we had lost the AGT and War Fac ( Hourglass )We held them off for an hour....but lost all buildings except for PP...Half hour left.We won on points And about 3 mukes were layed at a time too...

---

---

Subject: Base Assaulting

Posted by [Anonymous](#) on Sat, 13 Jul 2002 19:14:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

my god, 2 hour game on hourglass... i don't know how you can handle it. The problem with renegade is that if both teams are good its almost impossible to win without waiting until you hit the time limit... too hard to get the last building unless u gert lucky. until then u have to farm points for 20 minutes... u know?

---

---

Subject: Base Assaulting

Posted by [Anonymous](#) on Sun, 14 Jul 2002 08:09:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Even though I like to play defensive much of the time, I love a good base assault.The biggest tip I

---

can give you is not to be "Rambo". Unless you know most of the enemy team is assaulting the base and not watching theirs, don't even think about getting to a base on your own. The more people that go with you, the more chance of survival and success, so always go with someone, even if it's just one other person.

---