
Subject: Steath Rush on Walls -- Arghhhhhhh
Posted by [Anonymous](#) on Wed, 23 Oct 2002 07:24:00 GMT
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This is for the kiddies....Yes - using 4 steaths to run in and plant C-4 is a fast and easy way to take out a building --However ---> Things to do Stay in 3rd person view - easier to avoid the enemy.Stay away from the enemy - you can see them before they see you - check six often.Stealth means stealth -- dont fire at anything till your C4 BLOWS UP.Go in groups of 4 --- fan out and take out buildings in groups of 4 - hit multiple buildings at once if you can ("I'm in position" is there for a reason) Things not to do MAKE SURE YOUR ENTIRE TEAM DOESNT STEATH RUN! - if you have 20 players on your side - and 17 of them take off as stealths- no one is minding the shop - but 3 (simple math) - so if your base is blowing up while your on a run - dont dare blame the people you left behind. (idiots say "What" at this point)(Simple math - four buildings - three defenders - one enemy APV + 4 perps = one dead building)(BTW - i was in a game like this - and i stayed behind to defend the Nod Camp with 2 others - and all the STEATHS got wasted - along with our PP and Air)BTW - the stealth run with C4 is effective on any non-d maps -- dont know why people are not using it more often -- guess the lure of a nuke beacon is to much.... (plus they love giving the enemy disarming points -- 300 i believe...)(Plus loss of 400 for the steath (who always dies) and 1000 for the beacon)...I bring this up - because lately i have been seeing problems like this....Been said - and will need to be said -- till the id's figure it out.... StoneRook out.... *apologies to the hard core Renegade players that have to suffer through this...*(11/05/2002 Joke over - someone saw the original mistake i left in about the 20-18=3 math - tried to make it a full month...) [November 06, 2002, 07:43: Message edited by: StoneRook]

Subject: Steath Rush on Walls -- Arghhhhhhh
Posted by [Anonymous](#) on Wed, 23 Oct 2002 18:08:00 GMT
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Using only 2 stealth black hands can also be just as effective; you just have to start blasting away after the c4 goes off. Usually you end up dead afterwards though 2 stealth is a good trade off for one building.Good defensive mining can also put a damper on this tactic.I wish it would be used more often though because I really like to use it.

Subject: Steath Rush on Walls -- Arghhhhhhh
Posted by [Anonymous](#) on Wed, 23 Oct 2002 20:29:00 GMT
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quote:Originally posted by thousand_sun:Using only 2 stealth black hands can also be just as effective; you just have to start blasting away after the c4 goes off. Usually you end up dead afterwards though 2 stealth is a good trade off for one building.Good defensive mining can also put a damper on this tactic.I wish it would be used more often though because I really like to use it.true -- but remember the stealth part -- if you go in - plant the c4 and run away - you can come back again --if you stay blasting - it's like kicking over a hornet's nest....but - in a pinch -- 2 shooting would work...

Subject: Steath Rush on Walls -- Arghhhhhh
Posted by [Anonymous](#) on Wed, 23 Oct 2002 21:51:00 GMT
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yeah it would work

Subject: Steath Rush on Walls -- Arghhhhhh
Posted by [Anonymous](#) on Wed, 23 Oct 2002 22:00:00 GMT
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you only need 3 timed c4

Subject: Steath Rush on Walls -- Arghhhhhh
Posted by [Anonymous](#) on Thu, 24 Oct 2002 12:51:00 GMT
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I think I have crappy clockwork on my timed C4. It seems to take too long to go off by which time I've had to defend my partner who's blazing away and getting shot at. Yeah I could let the swine suffer but it's teamwork ... and at least takes the GDI attention away from the C4

Subject: Steath Rush on Walls -- Arghhhhhh
Posted by [Anonymous](#) on Sat, 26 Oct 2002 09:40:00 GMT
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probably the worst thing is being stealth and nuke ur opponent. 99% works but costs a lot

Subject: Steath Rush on Walls -- Arghhhhhh
Posted by [Anonymous](#) on Tue, 29 Oct 2002 13:05:00 GMT
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But if successful that's like, 1000 in the bag, + what the harvy bought back, you're all set for another run. Why does it matter how much it costs? you don't get points for how much money you have left over.

Subject: Steath Rush on Walls -- Arghhhhhh
Posted by [Anonymous](#) on Tue, 29 Oct 2002 17:03:00 GMT
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I still say Nod has an unfair advantage on non-defensed levels... =/

Subject: Steath Rush on Walls -- Arghhhhhhh
Posted by [Anonymous](#) on Wed, 30 Oct 2002 04:00:00 GMT
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Good tactic. When using only 2 sbh's i like to start firing some seconds before the c4 blows. That way you can focus on killing incoming enemies since you already have done enough damage to the building and can let the c4 finish it off. Justifier [October 30, 2002, 04:01: Message edited by: [K4T] Justifier (B&D) NL]

Subject: Steath Rush on Walls -- Arghhhhhhh
Posted by [Anonymous](#) on Wed, 30 Oct 2002 08:08:00 GMT
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quote:Originally posted by generalfox:I still say Nod has an unfair advantage on none defended levels... =/Especially on Walls, if a nuke beacon is placed on the WF, on a good spot, it is nearly impossible to disarm it, considering they need time to find out where it is (which building), then find out where on the WF it is, then kill the SBH and be careful about/disarm the C4...

Subject: Steath Rush on Walls -- Arghhhhhhh
Posted by [Anonymous](#) on Tue, 05 Nov 2002 14:36:00 GMT
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This is a great tactic. I have only seen a few times when it is done correctly. This happened while back on Devs server. The map Walls Flying and the server was full 40 peeps. A bunch of us buddies all got SBH. There was 4 of us. We walked around the sides not through the middle. Then through the tunnel. (FYI never once we meet anyone in that tunnel and never encountered any mines) We took the right tunnel got out and walked along the wall. Took the farthest entrance at the PP. Went in all C4 on it and waited. It blew we left. Walked along the wall all the way back. Next run. The same 4 ppl. We walk to the left again along the wall. Go into the tunnel (refer to above for more info). Go to the left tunnel. Walk to the wall all the way back to the Ref. We put the C4 down. But then two of us miss. So we open fire. With 4 SBH no prob took about 15 secs. We walked along wall all the way back to the base. Now this run the same 4. We got bigger things in our sights now. We have two nukes and four SBH. We walk to the right go into the tunnel. Exit the right tunnel. Group up behind the barx. Get some1 to give deploy countdown of 3-2-1-plant. We plant two and move off. One of us guards roof. (He was standing almost above it) Two of us stand by the wall and the fourth gets run over by a hummer on the way out the left ramp LOL. Then they are now frantically searching for it. We killed 2 hotwires, 1 patch and 1 Orca that came to disarm. We re-group walk along the wall all the way back mission success. Mean while GDI has only gotten the PP and REF. The same 4 of us are Owing this server. We would have gone on another mission but no REF no cash. None of us had enough \$\$ for nuke and it was very well guarded. Thought a very fun thing we pulled off.

Subject: Steath Rush on Walls -- Arghhhhhhh
Posted by [Anonymous](#) on Tue, 05 Nov 2002 15:44:00 GMT

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" if you have 20 players on your side - and 18 of them take off as stealths- no one is minding the shop - but 3 (simple math) "you sure about that chief? simple math yes, but, at least prove you can do it right.

Subject: Steath Rush on Walls -- Arghhhhhhh
Posted by [Anonymous](#) on Tue, 05 Nov 2002 15:54:00 GMT
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Lol. For once you were amusing.

Subject: Steath Rush on Walls -- Arghhhhhhh
Posted by [Anonymous](#) on Tue, 05 Nov 2002 16:02:00 GMT
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quote:Originally posted by RavenUSC3:" if you have 20 players on your side - and 18 of them take off as stealths- no one is minding the shop - but 3 (simple math) "you sure about that chief? simple math yes, but, at least prove you can do it right.yep --- i was wondering how long it would take someone to figure out the joke...congrats - you pass...

Subject: Steath Rush on Walls -- Arghhhhhhh
Posted by [Anonymous](#) on Tue, 05 Nov 2002 17:38:00 GMT
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if 18 of your team go out in stealth then I think that you don't have to worry too much about defense because unless your enemy can take out your buildings faster then you can take out theres.

Subject: Steath Rush on Walls -- Arghhhhhhh
Posted by [Anonymous](#) on Tue, 05 Nov 2002 19:06:00 GMT
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Personally, I just avoid this map. Usually I'll quit the server if it comes around in rotation. It's just not worth the effort since it's all rush, rush, rush.The only exception is the rare time when I join a public sniping server.

Subject: Steath Rush on Walls -- Arghhhhhhh
Posted by [Anonymous](#) on Wed, 06 Nov 2002 03:39:00 GMT
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gotta love that tactic, unfortunately, people can see the SBH by the skins which they can download, so basically its give or take, been in a SBH rush before works like a charm

Subject: Steath Rush on Walls -- Arghhhhhh
Posted by [Anonymous](#) on Wed, 06 Nov 2002 07:45:00 GMT
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quote:Originally posted by JTBob:if 18 of your team go out in stealth then I think that you don't have to worry too much about defense because unless your enemy can take out your buildings faster then you can take out theres.you would think so -- but an APV running you over - sort of puts a kibosh on the effort...
