Subject: tatic for Nod that rules
Posted by Anonymous on Sun, 10 Nov 2002 22:52:00 GMT
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alway have a flame tank go in before an APC. i used this tatic last night many times.   90\% of the time i can roll in behind the flame tank the blockers only sees the flames. then i cruse right on by every one who is panicing about the flames. one APC is more dangerious than one flame tank

Subject: tatic for Nod that rules
Posted by Anonymous on Mon, 11 Nov 2002 14:39:00 GMT
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Thats a fairly old tactic that everyone knows. Variants include the flame tank rush, the apc rush, the many flame tanks followed by one apc rush, the apc followed by flame tank rush...

Subject: tatic for Nod that rules
Posted by Anonymous on Mon, 11 Nov 2002 17:32:00 GMT
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quote:Originally posted by Winsett Z:Thats a fairly old tactic that everyone knows. Variants include the flame tank rush, the apc rush, the many flame tanks followed by one apc rush, the apc followed by flame tank rush...I didn't know it.......Good tactic, poster

Subject: tatic for Nod that rules
Posted by Anonymous on Mon, 11 Nov 2002 17:46:00 GMT
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on maps with multiple routes, you can have 1 or 2 flame tanks go one way and distract an entire team (I have no clue why they always send everything, I mean 2 ftanks can easilly be delt with with like 2 to 4 tanks/infantry).Distraction is a key element in this game.oh, and if you want to insure victory, in a 32+ player server get these many vehicles (http://www.n00bstories.com/image.fetch.php?id=1272385337) HEHEHE [November 11, 2002, 20:10: Message edited by: generalfox]

Subject: tatic for Nod that rules
Posted by Anonymous on Thu, 14 Nov 2002 18:50:00 GMT
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Fox you would need a huge server to get a player into each one of those. LOLOL funny pic none the less.

Subject: tatic for Nod that rules
Posted by Anonymous on Sun, 17 Nov 2002 06:36:00 GMT
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hey you have the same cross hair that i do!   Cool

Subject: tatic for Nod that rules
Posted by Anonymous on Wed, 20 Nov 2002 17:08:00 GMT
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to make it even more foolproof, replace the APC with a pair of stealth tanks...the shimmer is NEVER spotted when there are flames around(and stealth tanks are just as lethal as flamers).

Subject: tatic for Nod that rules
Posted by Anonymous on Thu, 21 Nov 2002 09:31:00 GMT
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quote:Originally posted by NukeIt15:to make it even more foolproof, replace the APC with a pair of stealth tanks...the shimmer is NEVER spotted when there are flames around(and stealth tanks are just as lethal as flamers).   concur --- good stuff

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Subject: tatic for Nod that rules
Posted by Anonymous on Sat, 23 Nov 2002 21:53:00 GMT
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Where did u guys get that cool crosshair?i want it!

Subject: tatic for Nod that rules
Posted by Anonymous on Thu, 12 Dec 2002 19:07:00 GMT
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How about you screw the apc rush and just take 5 flame tanks and fry the GDI commie's base to cinders?

Subject: tatic for Nod that rules
Posted by Anonymous on Sun, 15 Dec 2002 13:36:00 GMT
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i have that crossair aswell

Subject: tatic for Nod that rules
Posted by Anonymous on Sun, 15 Dec 2002 18:42:00 GMT
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generalfox, I like your HUD display on the left. . .Where did you get it?

Subject: tatic for Nod that rules
Posted by Anonymous on Mon, 16 Dec 2002 10:57:00 GMT
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Ummmmm .... 5 FT against a decent defense = dead Nod guys.Distraction is indeed the way to go.

Subject: tatic for Nod that rules
Posted by Anonymous on Mon, 16 Dec 2002 11:23:00 GMT
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quote:Originally posted by hareman:Ummmmm .... 5 FT against a decent defense = dead Nod guys.Distraction is indeed the way to go.Distraction is 100 times better. It's funny to have one flame tank on one side of Hourglass getting GDI's attention. When like most of GDI rushes after that tank (make it back pedel behind the wall), have the rest of the Flame Tanks come from the other side and possible over the top. GDI won't know what hit them XD   XDOh, I got the crosshairs from Renegade Ammo and I believe the radar (actually, hud is more specific) there as well. [December 16, 2002, 11:25: Message edited by: generalfox]

Subject: tatic for Nod that rules
Posted by Anonymous on Mon, 16 Dec 2002 11:43:00 GMT
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Fox can you be on tonight about 11pm central?

Subject: tatic for Nod that rules
Posted by Anonymous on Mon, 16 Dec 2002 14:53:00 GMT
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I will be in FUD and irc before that. I want soem decent competion LOL. It gets old with just me and the FUD guys kicking ass.

Subject: tatic for Nod that rules
Posted by Anonymous on Mon, 16 Dec 2002 15:26:00 GMT

quote:Originally posted by hareman:I will be in FUD and irc before that. I want soem decent competion LOL. It gets old with just me and the FUD guys kicking ass.I guess, but I won't be all that good without giving me a decent team, I don't want to be stuck repairing the entire game like I've been doing alot lately. heh...

Subject: tatic for Nod that rules
Posted by Anonymous on Mon, 16 Dec 2002 18:28:00 GMT

Sorry, not able to tonight. Mom was mad at me when she got home.

Subject: tatic for Nod that rules
Posted by Anonymous on Tue, 17 Dec 2002 00:34:00 GMT

quote:Originally posted by hareman:Fox can you be on tonight about 11pm central?Be where? Playing Renegade, on this message board, or possible n00bstories chatroom?Anyway, I might beable to tonight... Mom likes to watch her programs which I can usually stay on longer then usual (this computer is in her room)~now is ready to test his new skins~Can having alot of skins give you more lag? [December 16, 2002, 13:52: Message edited by: generalfox]

Subject: tatic for Nod that rules
Posted by Anonymous on Tue, 17 Dec 2002 13:43:00 GMT

where you get that crossair?