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Subject: uhm Tactics and Strats ?

Posted by [Anonymous](#) on Wed, 04 Dec 2002 23:56:00 GMT

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I \*thought\* this was tactics and strats but all I seem to see is whining and chit chat. I know (i hope) that this isn't the extent of yalls tactical thinking in reference to the game. Ok, done with the complaining - moving on. Why don't more people move in groups, or at least pairs? People seem content to buy their little tank or infantry and go solo into the field. Your chances of survival AND actually doing any good raise almost exponentially if you're with someone else. Another thing, what's up with \*\*\* proxy mine placement? There are much cooler, more effective ways to place proxy c4 than just on the freaking ground. Plus if you proxy where someone can see it that may almost defeat the point. If they happen to be engine/tech they will defuse if they have the chance. But if it is hidden, ie ABOVE the door frame or on the walls of the terminal in the PP they'll just run straight into it and Bo0m - mission accomplished. Seems like a lot of really cool tactics gets passed up for the immediate satisfaction of serving self, running out into the field (alone) and getting capped - because that's so much more fun than a tactical strike, right?!? For instance, on Under GDI can get a tech into the air if someone would ante up and take two obo hits. One to get behind hand - One to get into air then KABOOM air is gone and Nod is confused. Teamwork is the key (duh). Anyways part of what I'm saying is I know you folks are smart let's see some BETTER tactics posted here not just this hush hush I'll elude to it but won't tell crap.

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Subject: uhm Tactics and Strats ?

Posted by [Anonymous](#) on Thu, 05 Dec 2002 05:05:00 GMT

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An summary: teamwork, teamwork and TEAMWORK!wel... the thing that lacks in teh renegade community is teamwork

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Subject: uhm Tactics and Strats ?

Posted by [Anonymous](#) on Thu, 05 Dec 2002 15:01:00 GMT

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The reason there aren't as many tactics now is that they've all been discussed before, and people who post them again get flamed for trying to help out those who are new. If you go searching through the old messages, you'll find heaps of stuff, including the tactics you've suggested. I personally don't mind seeing them again, if it means one less n00b on the team.

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Subject: uhm Tactics and Strats ?

Posted by [Anonymous](#) on Thu, 05 Dec 2002 17:28:00 GMT

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Originally posted by [sg]the0ne: Why don't more people move in groups, or at least pairs? People seem content to buy their little tank or infantry and go solo into the field. Your chances of survival AND actually doing any good raise almost exponentially if you're with someone else. Of course. A

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coordinated flame rush on Hourglass with enough people is very deadly. But team work is no fun. People would rather buy their own tanks and blow them up just for fun. Teamwork is very rare, but when you do get a group of people willing to cooperate, the result is a lot of fun kicking the other team's butt. Another thing, whats up with \*\*\* proxy mine placement ? There are much cooler, more effective ways to place proxy c4 than just on the freaking ground. Plus if you proxy where someone can see it that may almost defeat the point. If they happen to be engine/tech they will defuse if they have the chance. But if it is hidden, ie ABOVE the door frame or on the walls of the terminal in the PP they'll just run straight into in and Boom - mission accomplished. Not really. I rarely diffuse prox mines at the door, even if they are lethal. Usually you take one "sacrificial lamb" such as an engineer to run the prox mines, then you go in after he blows up. If you are doing an APC rush, you really won't have time to diffuse and enter the building to place the C4. It's better to have someone clear the way for the techs, even if it is a more expensive character. The enemy has 30 seconds to respond once the tech sets the C4, so time is of the essence. Seems like a lot of really cool tactics gets passed up for the immediate satisfaction of serving self, running out into the field (alone) and getting capped - because thats so much more fun than a tactical strike , right !? Exactly. Lots of times I had to play technician, while everyone else plays the SBH on walls. I rather play the SBH, but I do what's best for my team at the point. [ December 05, 2002, 17:30: Message edited by: supertech ]

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