Sniper_De7 wrote on Tue, 19 September 2006 00:43help-linux wrote on Mon, 18 September 2006 16:47Sniper_De7 wrote on Mon, 18 September 2006 22:20the17doctor wrote on Mon, 18 September 2006 15:24mrpirate wrote on Mon, 18 September 2006 21:19That's why he has 0.59 posts per day. Dipshit.

tell me, why does that matter?

he posted that for no particular reason at all

there was no reason to post it.

There was no reason to post it? He asked a question (albeit, a dumb one) and I answered it. It's not my fault he asked such a stupid question.

If you want me to stray back on topic, the topic was putting c4 and ramming into a building - this does not work. In fact, if you want some GOOD advice (pertaining to the tactics and strategy section) I'll go ahead and say that if you want to be decent in renegade, you want to focus on being good with tanks. You're more useful to a team if you're really good in a tank. If you can hit every shot, you're worth a hell of a lot more than the guy wasting the vehicle limit trying to run into shit with c4 on him only to be destroyed and him losing money. You're also worth more than the people who waste their time away scavenging the field looking for tanks and hoping that people are dumb enough to get out of the tanks for a long period of time (ie if they have an engee) rather than the tank pilot repairing with a hotwire, for short spans, or repairing in the tiberium where you can see if an sbh is coming. There, I've just given the community advice about renegade that'll do anything you could ever say in here. I hope you're certainly happy contributing so much to tactics and strategies part of the forum.

tiberium lol, i don;t know what server you play on but that normally kills you in about 20 seconds

Yeah, tiberium kills you. But apart from taking a chance by getting out of your vehicle on the field, the only other optino is to go into your base to repair, but if you're going to go into your base to repair, you might as well refill your hotwire. So instead of going back to your base every single time you get low on HP, repair your med tank to about 400 HP - 600 HP (2/3rds health) in the tiberium, eventually you will get low on health by repairing in the tiberium, but at least you stayed out into the field and you spent less time going back to base. (I like to tend to keep my health at half, that way people shooting my med tank won't get any points, then again you have to be good enough to kill tanks with only half health) I mean, when you're in a tank your hotwire isn't going to get damaged, so you might as well use that to your advantage by using the health your hotwire has, and sacrificing it to repair it in the field. Also, what's cool about Under.mix, is that right inside the tiberium there are rocks that you can go on and repair the tank. Also, sometimes when I'm playing I use remotes to kill stuff faster, so I have to go back and refill for more anyways. But you're right, I don't know what I'm talking about. I'm probably the worst player to have ever played this game. Yeah. Uh huh.

what? i never said you were a bad player. we all have are stratagies, i very rarely get vehicals because i prefer to use the railgun/PIC or volt. i didn't mean what i said in a sarcastic way, i didn't think about it before i posted. i thought that you would repair the vehical to full health. also you could call me a n00b for this but i find it affective, if i dont have enough health to get back to saftey from attacking tanks i drive to the attacking tank let him destroy my tank. then unload all the C4 i have on him. if the affending tank is near his base (with defences) i go get killed by the defences. that way i get returned to base without increasing his kill count. although you could argue that his points will go up from the kill. but if that tank has engi support you may aswell get a $1000 character and kill him.