Subject: I need anti-tactics
Posted by llindvior on Fri, 30 Mar 2007 18:06:06 GMT
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I started to play the game last week in my local cybercafe (I live in Hong Kong). Some one installed the game in the server and all of a sudden, alot of people were playing the game.

I only played the game a few times when it first came out, I think it was due to RA2...(i played it even now)...so I didn't put alot of effort in this game.

So now, I have to face some semi-strong players in my place...and the don't like teaching me...because...I don't know.

Here's some strat they use:
(we usually play 5v5 or 6v6)

1) Engi rush...(ok i play RA2 too much)

They use a tank or any vehicle that can withstand the defense long enough for the engineer inside to get in the structure and blow it up. I can't kill him fast enough because he's already so near the tower and after he sets the C4, he jumps around and I need to kill him before I can disarm the C4 but around 90% of times it's too late.

Engi rush in RA2 was popular when everyone were noobs, but it became easy to prevent after all were decent players. I don't know how the situation in Renegade though...

2) Another type of engi rush...

At the start, they all go engineers and c4 my harvestors...that's it.

3) MLRS

Since the missiles don't fly straight, they use the arc to fire around obstacles, and the take out Obelisks/Advanced Guard Towers easily.

That's the main problems I face in everygame against them.

I am good in CQBs, because of Counterstrike. When it comes to soldier vs soldier, I never lose against them. I like the mini ioncannon alot, takes out people in one shot.

But I understand the game isn't CS, they just seem to get past defenses easily and take out my buildings and I can't stop them even if I'm there...(Yes I can kill the engineer but they buildings blow up...)

Can ne1 help me?