
Subject: Perfect Tatic to always win (By teamplay)

Posted by [grecco_diego](#) on Fri, 05 Sep 2008 05:51:13 GMT

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Hello guys, I wanna share with you what I've written to my friend, we've played Renegade since when it was launched to nowadays.

Players from Renegade got to think like this: killing artillery tanks whose have engeneers behind'em as fastest as possible, no matter what, but some players are kinda idle... Then the team loses by score. The team gotta have a good sense. it is useless to get a sniper to kill cheap infantry which doesn't score. The cheap infantry does more points hurting a sniper than a sniper killing. In a tunel war, go as a cheap infantry, and aim for the head goddamnit, die but score. A sniper job is to kill infantry which destroys tanks. Otherwise the whole team gets only infantry and win by score because they kill all the enemy tanks. And if they are bombarding weapons factory, let it die. You can still win using infantry only, you just have to score on tanks. And have snipers to protect this kind of infantry.

-When you don't manage to win by nukes with SBH's (which have to rush togheter) and the other team is winning by miles a distance, but you are with resources, make a rush with a lot of APCs, if possible, put everyone inside and rush to the enemy base. But there are useless guys that buys useless tanks even knowing they are losing, giving no ways to buy the maximum number of APCs (7).

-Like rushing as SBH's to the enemy base's pedestal: if they got mines, one SBH partner must go there and kill himself, and if the mines aren't still out, send another guy to blow himself. And then the remaining SBH's get in and plant the nukes.

-Like Mammoth, it's so useless... only useful to defend the base from rushes (in AGT maps)

-You can make a defensive tatic as GDI or NOD, but mainly as a GDI: you got helicopters to patrol the base to look for any SBH threat. Put engeneers behind the tanks that are in front at the base. On the bottom, insert Snipers and Sydneys. If the base has many entries, put meds tanks in each one of them. Killing the Harv in the beggining is essential too. I couldn't be specific on the maps, but I know all of them, and I know how to win by teamplay in each of them...

PS.: is my english bad?