Subject: 30 to 1- How to do it in a tank.
Posted by modemmack on Thu, 10 Feb 2005 18:00:27 GMT
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I've been playing this game for a few years, and I have refined tactics that make you almost completely insulated from dying. Using these tactics allow you to maybe die once every 4 or 5 games. Somedays you can avoid dying all together.

Some people hate these tactics for some reason, but as long as you don't cause your team to lose through selfish use of these tactics. (examples: Not falling back to defend against rush, not backing up to let damged players escape or not transporting damaged players back to base.)

1# Exploit oppenent weakness to your strengths.

Knowing the strength of your tank verses opponent tanks is vital to winning almost every confrontation. Easy concept that some don't understand. If the tank has range, keep opponents at the max range of that weapon. If a tank has speed use lateral movement and seemingly random movement.

2# Know when to leave and exploit offensive eagerness.

When you strike the enemy base they will eventually come at you if they can. depending on the opponents situation you can try to guage how long it will take for them to come at you. When the time is up leave. Don't give them points from your death. Leaving before they get to you also allows for you score more points. it's much easier to hit somebody following you than it is for the the opponent chasing you, if you can get out of your opponents effective shooting range. When you round corners shoot in the empty space at the at the edge of the corner. eager opponents run into your shots as they come around the corner.

3# Avoid skilled players till they are weakened.

Some players are as skilled or better than you. If you go up against those players (i.e. like me) you will probably get smacked down. 2 on 1 and 6 on 1s are ideal. When most players are critically wounded tend to lose all side to side (lateral) movement. rush the damaged target to cut off escape routes and cause them to back peddle. Game Over. Also never get so focused on taking out 1 dude you leave yourself open.

4# Dying 6 times to win once? I don't think so.

Rushers and kamakaze players are important to the game, but you don't have to be that guy. I encourage rushers, but rarely go in. I find that if you follow behind a rush you can hit defender who are focusing on the rushers. You also have and extended amount of time to hit there buildings.
I personally only rush when the window is wide open.

5# Use the environment for cover.

It may seem obvious, but many people have no idea how to cover there tanks from fire. Use the

pee a boo technique with the MRLS to compensate for long reload times. develop a steady back and forth pattern that only leave you exposed long enough to fire off your rockets then back up. you can do this with the atry too, but the timing is much harder becuase of fast reload times. Most tanks in the game have a stubby side and a long side. Alway drive with the stubby side exposed. That means go to Controls- Mouse menu and set turret to mouse view. Use cover with the stubby side exposed means taking 1 shot to your tank instead of 2 or 3.

Hope that helps, but not too much. I left out alot that continues to give me the edge.

Subject: Re: 30 to 1- How to do it in a tank.
Posted by ghostSWT on Thu, 10 Feb 2005 18:34:33 GMT
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modemmack4# Dying 6 times to win once? I don't think so.
Rushers and kamakaze players are important to the game, but you don't have to be that guy.

LOL I am this guy, I'm the one that nukes or sneaks in to your base when you least expect it.
Right now my nuking success in under is 97%+, city_flying is 80%+, mesa 90%... And i rather die 6 times and kill and important building then sit in my base and repair a building.

There were a few times when i got my team out of a total loss and won the game. My best was under, me nod 20ppl game, OB killed, Air killed, PP killed, Ref killed, all our vehicles dead, we are left with hon and about $5,000 each. Gdi keeps rushing with tanks, ppl, and ions... I harvy walk nuke the agt and kill 3 ppl trying to disarm it. Then i nuke WF + steal a mammy and kill the bar as my nuke kills the WF, i then suicide myself on bar mines. then nuke ped we won. If nod had you instead on me that game we would of lost 4 sure.

Subject: don't try to attack my tactics
Posted by modemmack on Thu, 10 Feb 2005 18:59:18 GMT
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it's just how i roll. it get the job done. i simply focus on attack people more than buildings. my attacks allow you to get on base. i cause distractions that allow guys like you to find that opening. I never said that what you do ain't important, but what i do aint shabby either.

Subject: 30 to 1- How to do it in a tank.
Posted by TankClash on Thu, 10 Feb 2005 20:28:49 GMT
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Oh no, if you die in Renegade, that means you die in real life too!!!!!

Subject: 30 to 1- How to do it in a tank.

Posted by Spoony_old on Thu, 10 Feb 2005 21:22:55 GMT
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the reason modemmack often has a decent killdeath is nothing to do with what he said, it's because he leaves the game and rejoins every time he dies so his death doesn't register.

If you want a 100-0 kill ratio in a tank, learn how to headshot with them. I can do it blindfolded

Subject: 30 to 1- How to do it in a tank.
Posted by karmai on Thu, 10 Feb 2005 22:39:50 GMT
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Depends on the map...

City fly= orca + tech all game, if you are good you wont ever die
most rush maps if you're gdi and want to rack up kills, an apc + havoc is rapage, nod just get an art + tech,. EIther way if you're good you wont die and should get a shitload of kills.
Field. Art, med.

Subject: 30 to 1- How to do it in a tank.
Posted by flyingfox on Fri, 11 Feb 2005 02:43:20 GMT
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I have tried the random movement thing with a vehicle, but with most players you are better off moving in a pattern! usually they'll start shooting in front of you, but ironically, the random movement will work against you when people aim straight for you as their missiles will hit during your stops.
when fighting with someone moving in random directions you might be best to shoot straight to the middle of their vehicle, especially when it's a tank, because chances are they'll decide to change direction during the time you click to fire and your missile's hit.

I remember one game on hourglass 1v1 I lost four or five battles in a row with a med against an S.tank and the only mistake I made during each fight was miss with a single missile. every other missile from both vehicles hit. the guy just knew how to use his vehicle to defeat a vehicle in greater strength and hardly a difference between hit patterns!

Subject: That reminds me
Posted by modemmack on Fri, 11 Feb 2005 16:34:47 GMT
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That reminds me. If you time the smoke plumes from the opponents tank you can make very small lateral movements to avoid each shot. if you make very small movement the momentum of your tank becomes a non factor. You just have to time the movement to the smoke plumes and keep your distance. This is great when youre attacking there tank while their focused on

something else. wait for the turret to turn around and wait till you see the smoke plume then move fast when you see it. Works everytime.

P.S. If i leave it's becuase I got things to do. That or my crappy wireless connection unhooks me. I hate wireless. I never had these probs with RJ45.

Subject: 30 to 1- How to do it in a tank.
Posted by Spoony_old on Fri, 11 Feb 2005 17:10:05 GMT
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things which don't take longer than five seconds apparently

Subject: 30 to 1- How to do it in a tank.
Posted by flyingfox on Fri, 11 Feb 2005 19:37:52 GMT
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Do you have a good connection? the problem with dodging shots in renegade is that you'll dodge, and still take damage. most of us have pings in the range of 200 so it means that, say you stand at a corner and move behind it, they'll have a split second to shoot you before their screen catches up with you going around the corner. that's why when you fight with a sniper, you can die from behind a corner and slide along the floor to where you were a moment ago. really frustrating

---

Subject: 30 to 1- How to do it in a tank.
Posted by modemmack on Fri, 11 Feb 2005 21:22:00 GMT
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IT AINT THE connection. I use cable modem, and what I aim at I hit. It's that I have to use a wireless router to get my connection, so I "leave" quite often. When the connection is flying I hit most opponent tanks 3 out of 5 shots, and they hit me 1 out of 3 or 4 shots. Hopefully I can get a wired connection so I dont' "leave" as much.

Subject: 30 to 1- How to do it in a tank.
Posted by Wyld1USA on Sat, 12 Feb 2005 01:28:58 GMT
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Quote:If you want a 100-0 kill ratio in a tank, learn how to headshot with them. I can do it blindfolded

^------Agreed and correctly put.

You sound like one of those players that likes to ride "the good players" coat tails. Let them do the work then you come in after. Truly "good players" are doing what they need to and working in

harmony with the Team.

You are also talking to one of those guys who rushes in and gets the building with a Hottie/Tech and APC/Humvee or Buggy but that is only when the time is right and creates a balance. Like on field GDI, if Meds have the field and are hitting the HON, then rushing in a APC is a good tactic to throw off or "stretch" the enemy out. It also helps the Meds or relieves some of the pressure.

I could care less how many times I die if I have helped the team with those deaths. "Good Players" really don't care about stats, just winning.

Appreciate the "tactics" but, not really helpful to most as "The Good Players" already know what you said and more, and the less experienced will still get pwnt.

Tell me do you ever just repair the entire game to keep your team alive if they have established control?

Subject: 30 to 1- How to do it in a tank.
Posted by nastym4n on Mon, 14 Feb 2005 16:08:00 GMT
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WyldoneUSAAppreciate the "tactics" but, not really helpful to most as "The Good Players" already know what you said and more, and the less experienced will still get pwnt.

Tell me do you ever just repair the entire game to keep your team alive if they have established control?

I found the tactices helpful like every other bit of FREE advice Ive ever had.

as to the repair the entire game thing there are 2 answers:
[1] If im in a public server, no. The teamwork element does not justify me spending 30 minutes of my life repairing.
[2] if its a small arranged game, no. you need to repair all game in a 4v4 you lost already.

Subject: 30 to 1- How to do it in a tank.
Posted by Wyld1USA on Tue, 15 Feb 2005 01:50:18 GMT
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Well Nasty, I am happy for you. Sounds like you one of those players that is in between less experienced and Pro's. So again, glad this helped.

Keep taking advice from a player that worries about how many deaths he has Quote:4# Dying 6 times to win once? I don't think so. and how to stay away from the action. Quote:2# Know when to leave and exploit offensive eagerness.

You neglected to say which one helped you. (you don't really have to answer, it doesn't matter)

Now as far as your repair comments;

Quote:[1] If im in a public server, no. The teamwork element does not justify me spending 30 minutes of my life repairing.
[2] if its a small arranged game, no. you need to repair all game in a 4v4 you lost already.

Sounds like you never repair. I win many times in public helping to keep my mates and buildings alive whether big or small while still manning a tank. (remember balance) So, sounds like another lesson for you. Whew, whew, you get a bonus, more FREE advice.

Good luck in game and see you in the servers!

Subject: 30 to 1- How to do it in a tank.
Posted by nastym4n on Tue, 15 Feb 2005 03:29:03 GMT
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lol thx.

I kinda meant it refreshed my memory.

I have actually put Pro hours in on this game but because im not 15 I dont know all the little tricks - arty auto rep etc - i just like to snipe.

The reason i dont repair is because i spent years doing it and i figure i get some playtime now. Its also because unless im sure of the quality of player around me im not sitting repairing for 25 - 45 minutes just so someone can go play sniper.

appreciate your comments mate.

Subject: 30 to 1- How to do it in a tank.
Posted by -BiO-Cereal_Killer on Sun, 20 Feb 2005 20:41:03 GMT
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Here's a tip to keep your deaths at 0. HIDE in the corner and suck your thumb. If you see the enemy RUNNNNNN.

Here's a tip for keeping your vehicles alive, KNOW your exit points, there are usually four, but you will always exit from vehicle the same way as long as there is nothing blocking the primary exit point.

Keep your exit point on the opposite side of your opponent. That way you can get out and repair during battle without actually dying. Keep your repair times down to 3 seconds or less.......and be ever watchful of that sneaky lil bastard SBH.

Subject: 30 to 1- How to do it in a tank.
Posted by Wyld1USA on Sun, 20 Feb 2005 21:26:49 GMT
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Now BiO-Cereal_Killer is a playa, you can listen to him. Hi Buddie!!!!!!!

Quote:Here's a tip to keep your deaths at 0. HIDE in the corner and suck your thumb. If you see the enemy RUNNNNNN.
You crack me up. :biggrin: :biggrin: :biggrin: :biggrin:

Subject: 30 to 1- How to do it in a tank.
Posted by Tunaman on Sun, 20 Feb 2005 21:39:43 GMT
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I don't really use tanks that much besides Stanks, but I am very good with stanks, and you shouldn't move randomly . There should be a strategy to how you move. In a stank, with how quick it can move and change direction, if you know the reload rate of the tank you are fighting against, you look where there turret is, and right before the tank fires, you dodge it. It's kind of hard to explain... but it does work. Unless the player I am fighting against is very skilled, I can normally kill mammoths with my stank.

Subject: 30 to 1- How to do it in a tank.
Posted by Wyld1USA on Sun, 20 Feb 2005 22:09:00 GMT
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You are right Ralph, your movements in any tank should be to dodge the shell headed your way. Random gets you owned. You can watch the smoke and then know where the shell will end up and if you are doing it right, you should not even lose any health and see the shell go right by. $$ for you for being on point.

Subject: 30 to 1- How to do it in a tank.
Posted by TankClash on Mon, 21 Feb 2005 18:01:47 GMT
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And I have yet to see a team buy 6 APCs, the entire team pile into them and charge the enemy base.

Now there's something I'd like to see, but you'll never see that kind of teamwork.

Subject: 30 to 1- How to do it in a tank.
Posted by m1a1_abrams on Mon, 21 Feb 2005 19:49:55 GMT
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There's really no point in trying to maintain a perfect k/d ratio, unless it's for your own personal satisfaction. Often, the destruction of a particular enemy target will be more useful to the team effort than the survival of your own unit.

Given the right circumstance, the individual tactics you mentioned can help your team win the game, but the only reason that I can think of for wanting to stay alive, at all costs, is if you don't have the cash to buy a replacement unit.

By the way, I think the idea of roving anti-personnel/anti-vehicle units is perfectly sound... as long as there are other elements of the team actually trying to destroy the enemy base. The thing is though, when you have the chance to do something that would be highly advantageous to your own team, even if you die in the process, the team doesn't gain anything by you staying alive.

Even after all that, it's still just a game and if you get your enjoyment by maintaining your k/d ratio, then more power to you. I've played the game in a similar fashion before, and still do from time to time... but I'm not under the illusion that my playing style on those occasions is of particular benefit to the rest of my team.[/i]

Subject: 30 to 1- How to do it in a tank.
Posted by **Wyld1USA** on Mon, 21 Feb 2005 20:45:03 GMT
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Man I am feeling the love with all this team talk, I think I am even getting a woodie.

Tank I will be there for ya on that Apc rush, we have done it in my clan and it works. I have even organized it a few times in public. It is a good feeling.

Subject: 30 to 1- How to do it in a tank.
Posted by **stealthkiller** on Tue, 22 Feb 2005 01:15:39 GMT
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Repairing all game can make a huge difference. I was playing yesterday on Under, and if it hadn't been for the 2-3 hotties repairing my and other teammates' meds, we would have lost big time.

And I have done pretty well using random movement when attacking a med or other tank. However, Ive never really tried the smoke tactic and timing and so on, so thanks for the tips

---

Subject: 30 to 1- How to do it in a tank.
Posted by **NukeIt15** on Tue, 22 Feb 2005 03:04:10 GMT
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Quote:By the way, I think the idea of roving anti-personnel/anti-vehicle units is perfectly sound...

Quote:Repairing all game can make a huge difference.

^ My two favorite roles in a nutshell. I'll jump on either one, depending on which is needed. Not that I won't rush or attack the enemy base, I just prefer picking off threats to my own. When I go out as roving anti-infantry, it's usually in a Hummer or Buggy (APC's, though more useful, tend to make people think you're going to rush and you wind up with pissed off passengers more often than not), as anti-vehicle Gunner, BH-LCG, Raveshaw, or PIC Sydney. Tanks are too clumsy to use against other vehicles, and can't evade tank shells or missiles as easily. When I'm repairing, I try to go out and find a few weapon pickups so that I can role swap if I need to (I don't repair vehicles in the field unless I AM armed...being sniper bait with no way to return fire doesn't help anyone).

Subject: 30 to 1- How to do it in a tank.
Posted by danpaul88 on Tue, 22 Feb 2005 11:00:25 GMT
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modemmackIT AINT THE connection. I use cable modem, and what I aim at I hit. It's that I have to use a wireless router to get my connection, so I "leave" quite often. When the connection is flying I hit most opponent tanks 3 out of 5 shots, and they hit me 1 out of 3 or 4 shots. Hopefully I can get a wired connection so I dont' "leave" as much.

I use wireless and dont have any probs :rolleyes:

Make sure ur router is high up, as that gives the best reception. Also some wireless phones etc can interfere with the wireless signal, so try not to use them around you router / computer.

Subject: 30 to 1- How to do it in a tank.
Posted by Jzinsky on Wed, 16 Mar 2005 18:05:25 GMT
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Dying doesn't matter, but make sure you get the beacon down first.. Both myself and my brother have turned around games by getting a flamethrower and running directly at the meds and PICs. Most people start shooting me down, so the death charge lasts a few seconds, but it's a few seconds of them not hitting your team mate's tanks. It's almost like pressing a "stop there a second" button, letting your team have a few good shots until the attention is turned back on them.

Of course a good player would be able to run me down without breaking fire, but it doesn't happen too often.

Subject: 30 to 1- How to do it in a tank.
Posted by Aircraftkiller on Fri, 18 Mar 2005 10:23:08 GMT
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Quote:ur router

Ur   P   Pronunciation Key (ûr, r) Known in biblical times as Ur of the Chal·dees (kldz, kl-dz).

A city of ancient Sumer in southern Mesopotamia on a site in present-day southeast Iraq. One of the oldest cities in Mesopotamia, it was an important center of Sumerian culture after c. 3000 B.C. and the birthplace of Abraham. The city declined after the sixth century B.C.

The city of Ur's router? Damn, they had some advanced technology back then.

Subject: 30 to 1- How to do it in a tank.
Posted by Deactivated on Fri, 18 Mar 2005 12:23:34 GMT
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You searched for: Ur
Internet slang

Commonly used on used Internet chat and bulleting boards, ur is a shorthand for "your".
See also: Your

Subject: 30 to 1- How to do it in a tank.
Posted by Aircraftkiller on Sat, 19 Mar 2005 05:57:13 GMT
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Slang, also known as "incorrect".

Subject: 30 to 1- How to do it in a tank.
Posted by IRON FART on Sat, 19 Mar 2005 06:08:43 GMT
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I wonder how many people have actually used proper English instead of slang because of your hissy fits.

Subject: 30 to 1- How to do it in a tank.
Posted by Spoony_old on Sat, 19 Mar 2005 19:23:47 GMT
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NukeIt15as anti-vehicle Gunner, BH-LCG, Raveshaw, or PIC Sydney. Tanks are too clumsy to use against other vehicles, and can't evade tank shells or missiles as easily.
tanks do a much better anti-tank job than any infantry you care to name.

Subject: 30 to 1- How to do it in a tank.

Posted by IRON FART on Sat, 19 Mar 2005 19:26:56 GMT
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Tanks pack more firepower is you can land a hit, but I guarantee that it is much easier for a PIC or Raveshaw to take cover. True, they can't move as fast, and they have less armor, but they are more "agile." This will help them to stay in the field longer.

Subject: 30 to 1- How to do it in a tank.
Posted by Jzinsky on Sun, 20 Mar 2005 19:16:34 GMT
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True, unless the tank driver is a crackshot, even I can last a while in close quarters with an Lcg or even a flamethrower.

The likes of the Apc and buggy kill me in a second though..

Subject: 30 to 1- How to do it in a tank.
Posted by Renx on Tue, 22 Mar 2005 13:53:48 GMT
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Hmm, I wonder why he didn't mention any of his other tactics, like "leave the game quickly after you die, then rejoin to keep your K/D super high!!"

I highly doubt your modem knows to disconnect right when you die, everytime. :rolleyes:

Subject: 30 to 1- How to do it in a tank.
Posted by TankClash on Tue, 22 Mar 2005 15:43:05 GMT
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Dude, how could you have missed "med tanks"?

Subject: 30 to 1- How to do it in a tank.
Posted by Jzinsky on Tue, 22 Mar 2005 18:44:10 GMT
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Infantry are also fantastic in numbers, especially when you're pinned to your base entrance such as field and under. In that scenario 8 lcg is better than 2 artys

Subject: 30 to 1- How to do it in a tank.
Posted by Danchicken on Mon, 30 May 2005 23:12:48 GMT

.... i think you should have made a better title... but it would be cool if u could actually "do 'it'" in a tank.......

Subject: 30 to 1- How to do it in a tank.
Posted by Goztow on Wed, 01 Jun 2005 11:16:57 GMT

I didn't read all answers. But I hate people like u in my team. You aret he one that says others to rush and then comes last to nuke or kill whore when all others draw attention. You are the one that hides, waits with sbh till someone has red health and then shoots them.

U are a parasit and u bring nothing to the team except maybe some points and a lot of waste of time. While your place couldg et used by a teamplayer, you just think about your own k/d ratio.

My k/d is mostly 1,5 to 1 while I often do suicide runs with c4 on tanks when they role in my base and I am always the first to rush in with a rush.

You, my dear: are someone I'd never team up with if i have the choice...