
Subject: nod stragedy
Posted by [BlueThen](#) on Sat, 18 Feb 2006 06:34:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

on maps with no base defence, get a nod stealth trooper and sneak a way in with a beacon. Go behind a building or something and place beacon. Guard it so engineers cant get to it.

Subject: Re: nod stragedy
Posted by [Dave Mason](#) on Sat, 18 Feb 2006 17:49:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

So original, I bow to your intelligible greatness...

Subject: Re: nod stragedy
Posted by [Phazon87](#) on Mon, 20 Feb 2006 13:44:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

You can do that on some maps with base defences too, if either the base defence is destroyed (obviously), or if the stealth unit sneaks in behind a vehicle to avoid being hit by the AGT. It is also possible to run quickly from the tunnels to beind a building on some maps, before the AGT can target you with a missile.

Subject: Re: nod stragedy
Posted by [GMF_Weklund4](#) on Wed, 22 Feb 2006 19:01:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

.....that's kinda the first tacics i learned bout renegade

tell better stuff

Subject: Re: nod stragedy
Posted by [Feetseek](#) on Thu, 23 Feb 2006 06:47:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

OOH! i have another great tactic: WIN!

Subject: Re: nod stragedy
Posted by [gufu](#) on Thu, 23 Feb 2006 16:45:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: nod stragedy
Posted by [Ma1kel](#) on Fri, 24 Feb 2006 08:29:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

whn u put 2 remots on ur orca if they stel it they get boomed

Subject: Re: nod stragedy
Posted by [nopol10](#) on Sun, 26 Feb 2006 10:36:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

DJM wrote on Sat, 18 February 2006 12:49So original, I bow to your intelligible greatness...
Sarcasm... sarcasm....
First, a nod stealth trooper has only one timed c4. He can use that to guard the beacon. But...
GDI will always get to it on a big game. (MINES!!!)

Subject: Re: nod stragedy
Posted by [MrWiggles](#) on Mon, 27 Feb 2006 13:42:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

winning doesnt always work for me...

Subject: Re: nod stragedy
Posted by [Feetseek](#) on Tue, 28 Feb 2006 02:35:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

yea, really? Then what does? Tying?

Subject: Re: nod stragedy
Posted by [MrWiggles](#) on Tue, 28 Feb 2006 02:44:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

winning is overrated

Subject: Re: nod stragedy
Posted by [Feetseek](#) on Tue, 28 Feb 2006 02:48:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

Isn't that the point of playing the game? Either you win, or you lose. Unless by some miracle the game ties then.....

Subject: Re: nod stragedy
Posted by [Alexraptor](#) on Tue, 28 Feb 2006 20:00:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

Actually the stealth trooper trick is pretty fun when the GDI team are dumb.

I cant beleive it, we were getting banged up real good by GDI infantry, their war factory was out, so i took a SBH and a Stank and drove right past a whole bunch of them, this was on C&C_Island, i was like meters away from them and they didnt notice anything i got behind the Refinery and placed a beacon in the gap, unfortunatley one of the engineers found it and i got sniped while defending it

It may not be an original tactic, but sometimes the simplest and most daring ones are the effective ones that is when they work

Subject: Re: nod stragedy
Posted by [Sniper_De7](#) on Tue, 28 Feb 2006 22:56:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

if you get in a stank with a stealth trooper you are more stealthy.

if you get in a flame tank with a flame thrower you do more damage.

Subject: Re: nod stragedy
Posted by [Feetseek](#) on Tue, 28 Feb 2006 23:40:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Really? Using a flamethrower in a flame tank increases damage? I never knew that

Subject: Re: nod stragedy
Posted by [mrpirate](#) on Wed, 01 Mar 2006 00:43:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

hahaha

Subject: Re: nod stragedy
Posted by [MrWiggles](#) on Wed, 01 Mar 2006 16:51:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

it's almost too easy...

Subject: Re: nod stragedy
Posted by [Dave Mason](#) on Wed, 01 Mar 2006 17:06:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

Feetseek wrote on Tue, 28 February 2006 23:40 Really? Using a flamethrower in a flame tank increases damage? I never knew that

Certainly does! EVERYBODY knows that.

Subject: Re: nod stragedy
Posted by [terminator 101](#) on Wed, 01 Mar 2006 22:47:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

My grandma does not know that. Oh wait, she already died so never mind

Subject: Re: nod stragedy
Posted by [TD](#) on Sat, 04 Mar 2006 23:47:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

DJM wrote on Wed, 01 March 2006 18:06 Feetseek wrote on Tue, 28 February 2006 23:40 Really? Using a flamethrower in a flame tank increases damage? I never knew that

Certainly does! EVERYBODY knows that.
But WTF, HE didn't!

Subject: Re: nod stragedy
Posted by [Feetseek](#) on Sun, 05 Mar 2006 05:44:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

Blegh... this is getting a little (just a little) off topic i think. But yea, i guess i'm stupid???

Subject: Re: nod stragedy
Posted by [w0dka](#) on Sun, 05 Mar 2006 09:49:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Feetseek wrote on Tue, 28 February 2006 17:40 Really? Using a flamethrower in a flame tank increases damage? I never knew that

oh ...sure... and a SBH that fires with laser on the top of the obi can give it energy to fire without pp....

but back2Topic....

Just another hint for Beacons... after deploy it place your timed there... hopefully it kills some engis...and if they try to disarm..block their repairbeams with your body and nuke them with laserifle...you will be killed but maybe they cannot disarm it fast enough...

Subject: Re: nod stragedy

Posted by [Alexraptor](#) on Mon, 06 Mar 2006 00:42:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

now thats a real good idea, i like that

Subject: Re: nod stragedy

Posted by [Feetseek](#) on Mon, 06 Mar 2006 02:10:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

If you're doing that, it would be better if u put it in a cramped placed so that people HAVE to get close to disarm it.

Subject: Re: nod stragedy

Posted by [w0dka](#) on Mon, 06 Mar 2006 08:14:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

a good beacon spot is everytime really small...because no space = no 10 hotties that disarm... there are some pretty nice places where you can place it and if theynot disarm the timed they will get blowed... is funny got a tripplekill after i get killed... so i blasted in on rush 5 guys, and the PP.... was funny...

Subject: Re: nod stragedy

Posted by [Herr](#) on Mon, 06 Mar 2006 12:26:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

It always depends on the situation. If a building is not too crowded and there are none or little mines i always try to put the beacon inside the building. Most of the time near the MT with my c4 on the bottom of the MT. Lately I am focussing a lot on SBH tactics.

Subject: Re: nod stragedy

Posted by [Feetseek](#) on Tue, 07 Mar 2006 02:42:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

Nuking a GDI weapons factory on a flying map is pretty easy since there are special spots that off the side of the building. Such as:

and for the PP that i just found:

It'd be pretty hard to find and to have a lot of hotwire on those places (except for the pp... i'm not sure if you can disarm it from the ground.

File Attachments

1) [WF1.jpg](#), downloaded 1489 times



2) [WF2.jpg](#), downloaded 664 times



3) [WF3.jpg](#), downloaded 1465 times



Subject: Re: nod stragedy

Posted by [Herr](#) on Tue, 07 Mar 2006 08:34:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

Weapons factory is pretty easy on flying maps yeah. But you dont want the first building going down to be WF. Eventually you will lose in points then if you dont get barr down before end.

Anyyyway, the PP has one hell of a nice spot on flying. When you go up the stairs at PP there is (when you are up) a little corner on your left hand. place it there and all the engi's will run by.

Subject: Re: nod stragedy

Posted by [Feetseek](#) on Wed, 08 Mar 2006 00:22:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yea. I've noticed on some servers that some people are BLIND!! On canyon, someone just put a uke on the bridge thing next to the WF and I was the only one who saw it. Also, on the PP theres another spot where maybe 2 at most could disarm it (i think). If they can disarm it from ground, most people wouldn't see it since it's above their head, Go up the stairs and to the end, and go behind that small wall thingy. Be sure to used the crouch or walk key so you dot walk off.

EDIT: Nevermind about the 2 engineers thing, it can be disarmed from the ground.

Subject: Re: nod stragedy

Posted by [Alexraptor](#) on Tue, 14 Mar 2006 13:50:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

w0dka wrote on Sun, 05 March 2006 03:49Feetseek wrote on Tue, 28 February 2006 17:40Really? Using a flamethrower in a flame tank increases damage? I never knew that

oh ...sure... and a SBH that fires with laser on the top of the obi can give it energy to fire without pp....

but back2Topic....

Just another hint for Beacons... after deploy it place your timed there... hopefully it killes some engis...and if they try to disarm..block their repairbeams with your body and nuke them with laserifle...you will killed but maybe they cannot disarm it fast enough...

as i already said, great tactic.
I just wanted to say, thank you.

my nuke success rate has risen from 30-40% to 90%.
I just came from a game on n00bless and nuked 2 buildings all by meself. and in both instances, my timed c4's took out the engineers trying to disarm it.
i was actually a bit supriised on the 2nd building, wich was barracks, i went in and placed nuke near MCT, and placed a timed on MCT, but apperantly GDI didnt see it and got caught in the blast

Subject: Re: nod stragedy

Posted by [\\$c0p3](#) on Wed, 15 Mar 2006 03:04:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

you shouldn't throw your timed c4 right after you set down a nuke actually. you should wait like 10-15 seconds (depends), as the c4 takes 30 seconds to blow and the opposing team has to find the nuke and the guy who plants it, which takes time. if you set a nuke down with a tech, throw your c4s down at different times so you have a better chance of killing people if your first c4

doesn't kill anyone.

Subject: Re: nod stragedy

Posted by [Striker_XF35](#) on Sat, 18 Mar 2006 01:44:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

btw, when you block the repair beam with your body, it repairs you, so if you have like a sniper and they arnt dancing... after they repair you you can kill them. also on flying maps, the best place to place beacon is on the very top of ref (the tower thingy) you can get there is you know where you fall if your in copter. i lost some screenshots of placeing nuke on top of ref, but since only 1 person can even get there if there lucky anyway, and a sniper can kill THEM... that kills ref every time bingo on the hand of the hon and the top of ob

Subject: Re: nod stragedy

Posted by [Ma1kel](#) on Sat, 18 Mar 2006 10:30:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

Feetseek, it's better to nuke PP and WF from here:

<http://www.renegadeforums.com/index.php?t=getfile&id=489> &private=0

And on Under behind the rock:

<http://www.renegadeforums.com/index.php?t=getfile&id=488> &private=0

Subject: Re: nod stragedy

Posted by [Feetseek](#) on Sun, 19 Mar 2006 04:35:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

Cool. Never seen that.

But like i said, nuking a WF in a flying map is really easy... too many hidden spots.

Subject: Re: nod stragedy

Posted by [Herr](#) on Sun, 19 Mar 2006 11:03:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

Nice spot yeah.

Subject: Re: nod stragedy

Posted by [BlueThen](#) on Sun, 19 Mar 2006 19:37:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

The point of this stragedy i said in the beginning is too earn some credits, once you get enough, go to a good spot and nuke the ped.

Subject: Re: nod stragedy

Posted by [JPNOD](#) on Mon, 20 Mar 2006 14:33:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

A dutch Renegade OMFG!

Subject: Re: nod stragedy

Posted by [Herr](#) on Mon, 20 Mar 2006 15:36:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

Thats not dutch, I'd say belgium.

But still, OMFG.

Subject: Re: nod stragedy

Posted by [Dover](#) on Sun, 26 Mar 2006 21:02:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

One of my favorite spots is inside the PP's little exhaust thingy. Obviously this is only possible on flying maps, but a lot of the time people have no clue what happened.

Same goes with the ref and the HON, if you can manage it. It's a bit harder there. On top of the Ob or AGT probably isn't the best idea, since they can shoot at you...
