# RENEGADE X BETA 5.14 GUIDE FOR INTERMEDIATE PLAYERS   by Serenekyogre

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## 1) Stairs

Doors are not the only way to get in a Nod building. In maps with stairs, some Nod buildings can be infiltrated by jumping through the windows from the stairs.

The Hand of Nod has two stairs. Either one is a possible way of getting in. Jump on the rails of the stairs and hop through the window. Don't bother firing at the glass, the window will shatter with the force of your jump. You can also drop vertically from the roof, smashing into the windows closest to the Hand of Nod's backdoor.

The Airstrip has one stairs. This one takes some practice but you can jump from the rails of the stairs into the cylinder-like room of the Airstrip.

## 2) Slang

There are certain informal descriptions that you probably know by now, but here a list of most frequently recurring Renegade slang

| Bar = Barracks | Hotties = Hotwire | Medtanks/ Meds = Medium Tanks |
|---|---|---|
| AGT = Advanced Guard Tower | WF = Weapons Factory | Mammy/ Mammies = Mammoth tanks |
| SBH = Stealth Black Hand | Tech = Technician | Arties/ Arty = Mobile Artillery |
| LCG = Laser Chaingunner | Ltanks = Light tanks | Flamers = Flame tanks. Rarely does it mean Flamethrowers |
| Hon = Hand of NOD | Stanks = Stealth tanks | Obi/ Obby = Obelisk of Nod |

| Air = Airstrip | Doza = Mendoza | |
|---|---|---|
| Engies = Engineers | Rockets = Rocket soldiers | Tranny/ Trannies = Transport Helicopters |
| Ref = Refinery | PP = Power Plant | AT mines = Anti-Tank mines |
| PT = Purchase Terminal | MCT = Master Control Terminal | Rush = A group of team members, sometimes using the same unit, sometimes not, usually aiming to destroy an enemy building by moving and attacking as a group |
| Remotes = Remote C4 | | |

Therefore, 'SBH rush to WF' would mean a group of SBH moving to the enemy Weapons Factory to destroy it.


**3) Rushes**
You know this game. You can drive and shoot considerably well and you're ready to lead your team in a glorious charge to victory. (Or you don't like the map but nobody wants to change it) It's time to organize a rush. The following are the general steps to assembling one:

a. Evaluate the most effective rush for situation.

b. Click 'CTRL + V' to bring up the 'Survey' option.

c. Type in the name of your rush. E.g.: STANK RUSH HIT WF MEET AIR
That would mean Stealth Tanks meet at the Airstrip to attack the Weapons Factory as one.

d. Remember to click the '2' button so that the vote is only seen by your team. You wouldn't want the enemy to know you're coming.

e. The vote to participate in your rush may or may not pass. If you decide to continue, buy the unit you are requesting and wait at the area you designated. Your teammates need to see that you're participating.

f. **Bang the war drums.** Spam the message on teamchat as many times as you think is necessary. Overdo it and you'll annoy the team. Do it too little and your team will think you're just making a suggestion. Do it less than another teammate and the team will be unsure who is leading the rush.

g. Constantly update your team with the number of people who came to participate. E.g.: 'Got 3 Stanks need more' or 'Need 2 more Stanks' or 'Get Stanks'

h. When you have enough people, press 'ALT + 3' to say 'Move out'. That is the 'go' signal for your teammates to follow you.

i. Lead your teammates to the strike zone, exposing them to as little hazards as possible

(Optional)
j. If the operation succeeds, hand out recommendations to those who participated. Remember the names involved as they may participate again in later rushes.

k. Say thank you.

**Things to consider:**
**The state of the field**. If you call for Gunners to rush while the field is buzzing with Apaches, your team will likely not participate. If you call for Mendozas to rush through the tunnels while they're full with enemy infantry, your team will not listen as the rush is doomed to fail.

**Vehicle limit**. Trying to organize a Medrush when the vehicle limit is 9/10 will take a while. You have to wait until more friendly vehicles are destroyed before people can buy Medtanks to join you.

**4) Types of Rushes**
**The standard rush**
Described above. Composed of the same units and the most easy to pull off because it's the most easily understood.

**The beacon rush**
Sometimes a team acknowledges that the enemy is 'turtling' or camping their base too hard. It would be impractical to attempt destroying a building from the outside with vehicles, knowing that the enemy has engineers patrolling the base 24/7. Hence, a beacon deployment with sufficient support should do the trick.

**E.g.: Apache + nuke rush**

**The early rush**
These rushes take place within the first five minutes of the game. It is common for these rushes to have no meeting point at all for team members. Directives are more likely received as what building to destroy.
**E.g.: Flamethrowers + Chem Soldier rush**
A popular Nod strategy is to purchase Chem Soldiers as they cost a mere 150 credits, an amount already given to players the moment the map starts. Free units such as Flamethrowers and Engineers join in and raid a GDI building before the enemy team has a chance to mine the base. With a sufficient number of participants, Chem soldiers can just attach timer C4s to the exterior of the building and spray the exterior of the building with Tiberium. These rushes can set the pace of the game and occur most frequently in small maps such as Volcano and Field. Barracks in Field and GDI Power Plant in Volcano are *very* vulnerable buildings in the early game.

**The mixed rush**
As mentioned, a rush not necessarily has to consist of the same unit.
**E.g.: Nod Refinery rush in Field.**
In this case, GDI wants to destroy the Nod Refinery by going inside the Refinery and attaching C4 to the MCT. However, the Obelisk would slaughter many Hotwires before they get inside the building. To counter this, the rushing squad should consist of not only Hotwires but also infantry with smoke bombs such as Officers and Ramjet snipers. The smoke bombs will protect Hotwires from the Obelisk's ray so more can survive through the mined doorway.

Rushing engineers have been known to bring along a few Sydneys/Raveshaws due to the access to EMP grenades to disarm mines. This happens in maps like Goldrush at the bridge leading into the base.

**The ranged rush**
This rush involves units that can fire projectiles from long ranges. Examples of such infantry are Rocket soldiers and Gunners. Vehicles such as Artillery and MRLS are useful in blasting a small space of exposed structure from safer parts of the battlefield.
These rushes can take place from surprisingly long distances especially in Artic Stronghold and Eyes. As long as a **tip** or **edge** of a building is exposed from a certain angle, the building is vulnerable. The buildings most susceptible to these rushes are the Hand of Nod due to the excessively large hand, the Obelisk because it's so tall, Refineries and every single building in Whiteout.

Groups of Gunners have been known to bunch up in the bunkers closest to the enemy base in maps such as XMountain, proceeding to hammer the enemy buildings at relatively close range.

**The decoy rush**
At times, using the enemy's knowledge of your tactics becomes a viable strategy against them.
**E.g.1: The hollow APC**
A crew of GDI APCs rush into the Nod base and hide behind the Hand of Nod in Field. Nod players familiar with GDI's APC and ion combination rush to the HoN, eager to stop engineers from running into the HoN or deploying beacons on the Airstrip. Upon reaching the HoN, they find much less enemy infantry than they expected. The APCs carried only a driver with no passengers. What is going on?
They turn back to the Obelisk and find its armor smashed as a group of Gunners bombard the Obelisk from the tunnels. Gunners retreat but permanent damage has been done; they will be back to finish the job.

**E.g.2: The nowhere beacon**
Planting a beacon near your own base has its uses. In many cases, the announcement of the beacon's deployment will alert the enemy and send them on a scramble to find the beacon which they presume is somewhere in their base. Hence, some players will retreat to their base. Thus, opposing vehicles are discouraged from leaving the base or encouraged to pull back to the main base to assist the search (especially on smaller maps), allowing the main tank force to breeze through the field, taking less damage.

Skilled players have been known to deploy a beacon in one building, thus luring enemies to that building while they or their allies sneak into a different building.

**The spy rush**
Most beacon rushes involve large vehicles carrying team members to plant the beacon.The issue with it is that the beacon-bearers take time to deploy them and by the time the beacon timer starts counting from 45, half their friendly forces have been decimated.
A spy, even a free unit spy, can infiltrate an enemy base and crouch low on a roof. Their team assembles a squad of vehicles and alerts the friendly spy just when they're heading out. The spy then starts deploying the beacon, depending on how long it would take for their vehicle reinforcements to arrive. The moment the vehicles enter the enemy base, the spy has finished deploying the beacon, hence all there's left to do is to defend the beacon. In the confusion, enemy engineers can mistake the spy as a friendly.
A tip borrowed from Yosh56: Walk backwards into the enemy base and shoot at your friends if you're an infiltrating spy.

## 5) Mining
The core of it is to force the enemy to **deplete your mine count by 3 no matter where they decide to sneak in from**. They want to sneak through the PP backdoor? 3 mines will be depleted. They want jump through the Hon stairs? 3 mines depleted so the team knows a building has very likely been infiltrated.

Otherwise, if only one mine is placed at the Hon stairs, the enemy Hotwire can jump in and the team will just be 'meh, it's one mine lost. Probably some nut placed it in the field or tunnels.'

The generally agreed number of mines for each building door is 3 mines. However, this rule is not applicable in every map. In Goldrush, some teams may decide to invest more mines on their bridge. In Under, some teams invest more mines in their infantry path. It depends on the situation.

There isn't a rule set in stone, but try not to mine too badly that the team imposes a mining ban or starts 'kick' vote.

**About stairs**. Buildings in certain maps have stairs. However, not every stairs needs mining.

| Stairs | Necessity of mining |
|---|---|
| Weapons Factory | Important. The WF has lots of tight places to set beacons. Leaving it unmined will allow SBH to place nukes and camp where patrols will not find them. |
| Airstrip | Acceptable. There are many cases where Hotwires sneak into the inside of the Airstrip through the roof. However, the debate still goes on whether to mine the inside or the outside of the airstrip. The advantage of mining the stairs is that Hotwires are vulnerable to being spotted while defusing the mines. Note that there are **two** ways a Hotwire can jump into the Airstrip from the stairs. The other way is lesser known to players and only skilled players can pull it off under the pressure. |
| Refinery | Not very appropriate. Mine only if there is extra. |
| Hand of Nod | Important. The Hon stairs is a notorious break-in point for Hotwires. Place at least 2 mines on both stairs. |
| Power Plant | Debatable. It can be difficult to pinpoint where the nuke is when it is on the roof, which is why some people mine the stairs. |

| | |
|---|---|
| Barracks | Never mine here unless it's the only building left. |

**Rule #1 in Mining: Never, never place mines at the sandbags of the Barracks if the map has stairs, aircraft or is XMountain. Think twice about mining sandbags if the map is Under.**
If you're unsure where the sandbags are, it's the small entrance you pass through to get into the Barracks before going through one of the two doors. It seems tempting to place mines there because you'll only be placing them at one entrance instead of two doors. Don't be fooled, here's why:
In XMountain, infantry can jump onto the sandbags by leaping from a nearby rock. They don't need to go through the front entrance.

In Under, the situation is similar with the rock being at the same location as in XMountain. However, the presence of the AGT in Under might make it unnecessary to use 6 mines on the Barracks doors instead of just 3 mines to cover the sandbag entrance.

In maps with aircraft, infantry drop on the Barracks roof and drop in front of the doors. No need to go through front entrance.
In maps where the Barracks has stairs, the infantry go up the stairs and…you get the point.

For reference, this is the table for the number of mines necessary to kill each infantry unit.

| Unit | Mines needed |
|---|---|
| Soldier, Shotgunner, Marksman, Grenadier, Engineer, Officer, McFarland, Stealth Black Hand, Deadeye, Black Hand Sniper, Patch | 2 |
| Flamethrower, Chem Warrior, Rocket Soldier, Hotwire, Technician, Mobius, Havoc, Mendoza, Sakura | 3 |
| Gunner, LCG, Sydney, Raveshaw | 4 |

**About Anti-Tank (AT) mines.**
Technicians driving cloaked Stealth Tanks often try to park behind a GDI building and disarm the mines. Such vulnerable places include the back of the GDI refineries and Power Plants. Placing Anti-Tank mines behind these buildings will damage and reveal Stealth Tanks that attempt to park there. Although AT mines can be destroyed by gunfire, Stealth Tanks will choose not to shoot them as it would reveal themselves and the sound will attract attention.

**About the Hand of Nod's windows.**
Aside from the windows next to the stairs, the three windows closest to the Hand of Nod's backdoor can also be used to break into the building. By going up the stairs, onto the roof and dropping down, enemy infantry can smash through the windows closest to the HoN's backdoor and enter the building. During an Orca rush, Hotwires may exit Orcas to fall on the roof and attempt this break-in method. The number of mines to place at these windows depends on how many your team finds acceptable. Acceptable being no one complains too much.

## 6) Common mistakes
### a. Continuing to repair the beacon/ enemy C4 even though an enemy infantry is blocking the repair beam with their body.
Description: You have a nuke ticking away next to the enemy Barracks. The enemy Hotwire is shooting their repair gun at the nuke, trying to defuse it. You run in front of the nuke and stand in the way of the repair beam. The beam doesn't reach the nuke, but the Hotwire keeps firing the repair gun anyway, somewhat hoping you'll move aside a little.

### b. Laying down proximity mines in the field to 'damage vehicles'.
It's not effective. You might as well slap a tank with your shoe.

### c. Mass infantry rushing the enemy base the instant the game starts without leaving teammates to defend the base.
An early game rush can deal a decisive blow to the enemy, although leaving the base completely empty in the early game can prove detrimental to the team. This factor applies especially to maps such as Volcano and Islands. Here are two common scenarios-

**Volcano:** GDI infantry charge into the tunnels, eager to net the Nod Refinery or Power Plant. In their absence, a group of 5-6 Chem warriors run through the Tiberium path. The Chem warriors disintegrate the small resistance and infiltrate the PP. A minute later, the PP goes up in flames.

**Islands:** Nod infantry charge into the tunnels to destroy the Barracks, leaving the Refinery and Hand of Nod unguarded. A team of GDI engineers breeze through the long vehicle path and infiltrate either the Ref or the Hon. Nod engineers rush to defend the Ref/ Hon, leaving the Airstrip empty. The match ends minutes later with GDI tanks parked in the Nod base.

In other words, always leave some teammates camping in the vulnerable buildings or guarding the base. Ask in Teamchat if anyone is staying behind, or even volunteer yourself to camp a building.

**d. Leaving the field empty with low vehicle count.**
Vehicles are all the more important in tight maps such as Training Yard, Field, Canyon and Complex. Having a relatively shorter vehicle path results in vehicles covering ground between bases quickly. However, shorter distance between bases is usually an advantage for GDI, as their vehicles are 'sturdier'.

Teams mostly rush with vehicles when
i) they have control of the field
ii) the field is empty of enemy vehicles
iii) the enemy team is trapped in their own base with half their team furiously repairing
Therefore, never let the enemy team have the field.

**e. 'We don't need to watch the mines. The base is safe because we still have our automatic defense buildings.'**
Wrong. The experienced players always find a way. And base defenses do not attack spies unless the spy attacks them. This rule applies even to maps such as Whiteout where Nod infantry can sneak behind the WF and from there, sneak to behind the Ref at the cost of a little damage if Guard Towers are still active.

Another lesser known sneak on Mesa is the Obelisk or Hon sneak. Due to the intimidating presence of an active Obelisk, most GDI sneakers opt to sneak to the PP. However, it is possible to sneak to the Hand of Nod by hiding behind a small 'XX' shaped barricade. The Obelisk will not detect you and you can sneak through the HoN backdoor. From there, one can jump through the HoN window and dash to the Obelisk's door on foot.

**f. Blocking the entrance to a building with an APC before teammates have a chance to go inside.**
Barricading the entrance with a vehicle is good, but give a little time for your teammates to rush in.

**g. Leaving their vehicles in the field to repair/ to get a crate.**
Please don't. At least have a passenger in your vehicle. The SBH chop shop boys can't steal it if there is someone still inside.

**h. Using the wrong C4 in a non-stealth rush.**
In rushes such as the APC + Engineer rush, it is advisable to use Remote C4 before Timer C4. The reason for this is because Timer C4 take too long to detonate in a non-stealth rush. Detonating Remote C4 will at least deal damage before enemy reinforcements storm into the

building. Don't expect to survive long enough to defend the Timers once they arrive unless you're that good.

## 7) Damage chart (Vehicles vs Buildings)

| Vehicle | Quantity | Damage (%) |
|---|---|---|
| Nod Buggy, Humm-vee | Per clip | 7 |
| APC | Per clip | 6 |
| Artillery | Per shot | 7.5 |
| MRLS | Per salvo | 19 |
| Medium Tank | Per shot | 4.5 |
| Mammoth Tank (both primary and secondary fire) | All at once | 23 |
| Light Tank | Per shot | 4 |
| Stealth Tank | Per shot | 8 |
| Flame Tank | 5 seconds | 25-30 |

## 8) Q & A

**a. Do I get more points attacking a building or repairing a building?**
You get more points from attacking a building. Say the enemy gets 116 for damaging your building. You will receive only 69 points for repairing it, a little more than half the points of damage dealt. The longer the siege, the wider the point gap will grow.

**b. Is there a difference in the points I receive if I use an Engineer repair gun instead of a Hotwire repair gun?**
No. There is no difference if you use a purchased Repair Tool either. It's just slower with a shorter range.

**c. Is there a difference in the points I receive if I repair a building on the outside instead of at the MCT?**
No.

**d. If I'm in a vehicle and I fire at the building's windows, does it do damage?**
Only if the windows are completely shattered to the point where they are big enough for the missile to collide against the interior of the building. Otherwise, don't shoot at the windows. It takes a long time for vehicle cannons to break the glass. The building takes zero damage if the missiles collide with the glass.

**e. How many credits does the silo produce?**
1 credit every 2 seconds.

**f. How do I start a vote?**
Press CTRL and V.

**g. Announcing in open chat that: "My teammates are noobs! Half of them of are just sitting in the same building doing nothing!"**
Are you sure they are not planning a rush?

**h. Do spies take damage from proximity mines?**
Yes.

**i. Why am I dealing damage to a teammate when I shoot him?**
He is not your teammate.

**j. My teammate is trying to repair my vehicle but my armor doesn't seem to repair. Is it a glitch?**
He is not your teammate.

**That's all! Thanks for reading and I hope to see you in-game!**