

The (Mostly) Comprehensive Guide to Renegade X (Beta 4 ed.) Rev. 0

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After playing RenX for quite some time, and having been playing Renegade for double-digit years now, I figured I could probably write a guide on this. On top of that, having seen all sorts of just plain 'wrong' done throughout games in RenX, I figure it's as good a time as any to write up something a bit more intuitive and dedicated to the X variant of Renegade as opposed to just being copy/paste guides from OldRen.

Granted, a lot of this is going to overlap with OldRen, but then again, much of it won't. I'll likely go into a lot of topics beyond just game mechanics, including psychological and theoretical considerations, so this may get quite lengthy. For the duration, I'll be mostly concerned with the current 'normal' size for games, that being 15+ players per side.

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S1

BRIEF OVERVIEW OF GDI vs. Nod's Play-Style

S1.2

GDI- *Generic Dudes Incorporated*

Welcome to *Generic Dudes Incorporated*. Playing GDI is a lot different than playing Nod, just like Nod is different from GDI. You have totally different grievances to handle. The reason I refer to them as

being **generic** is because on the outside GDI is basically just a standard contemporary military. Their units don't really specialise in much of anything, but they do pack a punch vs. most anything. To drive the point home.

+Want to sneak into Nod's base: any infantry can, but none are made to do it.

+Want to bombard the enemy base: use an **MRLS**...or **Medium tank**, or even a **Mammoth**. They all can do it, the tanks just have to be a little bit closer. For damage to buildings, the **MRLS** and **Mammoth** aren't too far away from one another. The **Mammoth** is just behind the **Nod Artillery** in overall damage. Hell, Gunner isn't too far off from **MRLS** for damage to buildings, though he does shoot slower. Oddly enough, the **Mammoth** is actually **GDI's** best unit against buildings solely for damage, though the **MRLS** has the range advantage.

+Need to take the field: All of **GDI's** infantry, including the unique ones, can take on both vehicles and infantry quite effectively. As for vehicles, The **Medium tank** literally can beat everything on **Nod** 1v1, while the **Mammoth** can win by utter landslides, assuming it can get close enough. Even the **MRLS** can suppress a base entrance, though **Nod's Artillery** can do that as well.

+Need to rush the enemy: Basically any units on **GDI** can be thrown together to form a successful rush. They're all armoured well enough, do enough damage, and have significant range. (Obviously not including the APC and **Humvee**)

The only real problem with **GDI** is that they have multiple solutions to everything. Oddly enough, that's also their greatest asset. GDI will forever benefit a bit more from coordination than **Nod**, as a coordinated strike from their more unique units can basically accomplish any task.

S1.3

Nod- *The Brotherhood of Nothing but Obvious Decisions*

Why am I calling them The Brotherhood of Nothing but Obvious Decisions? It's simple really, **Nod** has an array of units **specialised** in being very good at one or 2 tasks. The Light tank is the closest thing they have to a generic tank, and against decent GDI tankers, it simply fails to make a significant impact on the fight.

+You want to sneak into GDI's base: buy a **Stealth tank** or **SBH**.

+Want to rush the GDI base with overwhelming damage: Flame rush. If you want, even try to **Stank** rush.

+Want to plant a beacon: use an **SBH**. **GDI** is generally too defensive to sneak visible infantry in; this is

assuming they are a halfway decent GDI team.

+Want to bombard the enemy base: use an Artillery.

This is basically how Nod is played. They have very specialised units to do very specific tasks. Try sieging a base, or taking the field with Stanks and see how that works out for you.

S1.4

How Neither Side is Particularly Over or Underpowered

The reason Nod sometimes seems overpowered simply comes down to the same reason GDI sometimes feels overpowered: it boils down to the overall skill and coordination level of both teams. I'd consider 'coordination' as at least 1/3 of the team is actively reading and/or responding to team-chat and not just mindlessly playing deathmatch. Skill comes down to obvious things like not getting rushes caught, overall combat ability, and creativeness.

After extensive playing, these situations more or less cover the basis of how either side gets called out as being imbalanced.

Noob GDI vs. Noob Nod: Nod tends to win as SBHs aren't defended against, and eventually the 20 lone-wolves on Nod get a building with a nuke because GDI's 20 lone-wolves give them infinite chances. Bad GDI teams also have a tendency to trade Meds for Mammoths, and this just leads to Artillery from Nod getting free points, as Mammoths are simply too easy to kite.

Noob GDI vs. Good Nod: This turns into outright rape just like vice-versa. If Nod is coordinating, while GDI hasn't said a word to one another, or bothered defending properly, then GDI will likely lose to SBH C4 rushes, nukes every minute, and if they're really not on their defensive game they'll likely end up getting multi-nuked, as they probably aren't giving Nod any reason to even defend their base. On top of this, Nod with Techs and Arts can take and hold the field VERY easily while GDI funnels Mammoths at them one at a time with no support. Flame rushes don't even get called out vs. teams like these. These are the GDI teams you can easily Stank rush on maps like Walls, a map where Stank rushing is at its absolute hardest thanks to not much map space and a fairly narrow base entrance.

Good GDI vs. Noob Nod: This is just as much a roflstomp as its counterpart. Bad Nod teams assume they don't need to defend as they don't have to deal with SBHs. They'll mine the hell out of buildings, but don't pay attention to the mine-limit after the deed is done. If you think it's THAT difficult for GDI to get into a Nod base with no defences, you've never played with myself, or the many others who have literally walked into the front entrance on Walls and Whiteout.

On top of this, GDI teams with knowledge generally ram Meds down Nod's throat, and only use Mammoths to defend or to spearhead a rush. They WILL have the field, and they will never let Nod

have it. Also, bad **Nod** teams don't respond very well to beacons. Ever stolen a **Stank** and dropped an Ion in **Nod**'s base? Yeah, you usually get like one or two responders.

What else makes GDI seem OP when their team just knows what they're doing? **Nod** will have half a team of SBHs, but none of them can do anything, meaning while GDI eats their base, half of **Nod**'s team is busy playing some terrible version of The Predator. Lesser **Nod** teams also have a tendency to not know just how ineffective the Obelisk is at stopping mass infantry. If a GDI team is coordinated from the beginning on Field, **Nod**'s Refinery is as good as dead, as the Engineer rush is extremely easy to pull off. A large enough engineer rush can even make it to the Obelisk and Airstrip...and Hon for that matter.

Last but not least, GDI is very generic at its core, so they're more likely to find creative ways to accomplish tasks than **Nod**. ([Irrelevant Tactic as of Beta 4])

Good GDI vs. Good Nod: These are the fights where you see nothing in the chat about 'x-thing is OP', as most of the team knows the strengths and weaknesses of both teams, and **coordination** isn't necessarily as much a deciding factor as team's abilities to **execute** plans, and use all of the resources at their disposal. Defence is present on both sides; SBH rushes are a serious decision, as if you take 3-4 people away from the fight, then you risk seeing your own base destroyed, and the war for the field goes back and forth constantly. It's not easy to just pick up and rush, and teams actually wait until appropriate times to move into a base IN MASS. Honestly, these are the matches that will make you realise both the RTS feeling in Renegade, and the fact that it has potential to be a very competitive game.

Unfortunately most casual games throughout the day are bad teams against other bad teams. This leads to the illusion that **Nod** is **SEVERELY** overpowered through sheer statistics. Renegade simply has a learning-curve that involves many concepts that other games do not. I can't think of any other games that have a permanently stealthed soldier outside of RTSs. **This is basically like calling Ryu OP in Street Fighter because he can spam Hadouken against opponents that don't know how, or make any attempt to counter it. It's not OP, and the moment the tactic is countered you quickly realise that players who relied on it are usually not good at fighting by any other means. Stop Nod's stealth game and most Nod teams just crumble in on themselves.**

As it stands, it is very dangerous to try and 'balance' the sides any more in GDI's favour, as both sides already have enough of their advantages and disadvantages to make them feel perfectly even when teams know what they're doing to some extent. Of course, Whiteout is the exception, but that's a map issue and not the units.

Now for some finer details.

S2

Spawning

S2.1

Attack vs Defend

Referring to the beginning of the game, consider **where** you spawned before just running out and performing possibly meaningless, possibly **detrimental** tasks in the field.

On a server that both allows donations, and starts off with a significant amount of credits, it's highly common for early game rushes to occur. With that in mind, if there's nobody on your team begging to donate for an APC rush, you may be inclined to just head out on your own for some ridiculous reason. In short, this could leave you being the guy that actually lost your team the game

What do I mean? Well, let's take the map **Walls** for instance. If you spawn in the **Refinery** or **Power Plant(PP)** nestled in the back of the base, you're going to have a noticeable distance to run before you even make it to the front of your base. With that established, why would you bother attempting to run to the field, losing most of your sprint stamina before ever getting there, only to not make it halfway into the field before that APC with five people comes flying by you and beelines it straight for the back of the **Refinery**(which is a bad move on his part). Thanks to your decision to go try to be a hero for no real reason, your **Refinery** is now just a useless hunk of burning concrete, and your team is going to actually have to work for their credits. **Great job!**

In all seriousness, where you spawn should determine your initial line of thought. If you're in one of the structures furthest back, you are probably a better asset to your team by camping out for 3 or 4 minutes, or at least until the harvester has made one drop-off. At most, you may want to go watch the tunnels for stragglers that walk into the base unopposed, but your best bet is to listen for call-outs about early game APC rushes, and be prepared to greet 4 engineers with remote C4 to the face.

On the contrary, if you spawn in one of the foremost buildings (e.g the **HON/Strip** or **Bar/WF** on **Walls**) you are in prime position to strike out into the field. Again, you should still be looking out for anyone on your team asking to APC rush, and if they are then it's probably a good idea to grab an engineer to participate in it. If there is no mention of early game rushes, you can always ask on your own, or you're in a decent place to venture out of the base to do something hopefully important.

The most powerful thing you can do early game is to call-out APC rushes. If those spawning in the back are actually going to defend, then it's a lot easier for them to be ready if you tell them an APC is coming before it even leaves its base, as opposed to when it's at your front gate.

S2.2

Mid-Game Spawning/Respawning

When spawning in the middle of a game, you can't help the state of your base when you jump in; however, you do have a bit of a responsibility to figure out what the state of everything is. DO NOT IMMEDIATELY OPEN THE PURCHASE TERMINAL.

The list of what to check for is simple.

-Have we lost any buildings?

If so, are any others being attacked? If that was two yeses, you're probably best grabbing an engineer to check on whatever buildings are the most hurt. If there already seems to be enough engineers repairing, make yourself useful and try to get rid of whatever is damaging the building.

-Are there enemies in THIS building?

This is a big one, and it goes for mid-game spawning and respawning as well. As previously warned, immediately opening the purchase terminal when spawning is a grave mistake that I've exploited multiple times. I can't tell you how many times I've snuck into the **Nod** Airstrip as a Hotwire, C4d the terminal, then just sat in the middle room and watched countless people either spawn and walk away, or spawn and start looking to buy an SBH right away. Either way, it ends terribly for them in every instance. Namely when my timed C4 is about to blow, I'm likely to just start spawn killing, as there's nothing they can do at that point, and often times I kill them right after they buy something, so they lose credits simply for not bothering to have [awareness](#).

In short, check the building you spawn in, as you may be that guy who saves the MCT from the burden of all that C4.

-Is THIS building under fire?

You're just hopping into the game and you've got almost no credits while most bad GDI players are rolling out **Mammoth**s, and a crappy **Nod** is prepping their 4th unsuccessful multi-nuke. A lone **Artillery** or **MRLS** is casually beating away at the building you just spawned in, so how about you do your civic duty and repair it with an engineer? You need credits, and assuming nobody else is repairing the structure you're saving other engineers/techs from having to stop what they're doing and run across the base to do a job you can do without moving more than five feet.

S3

Early Game Infantry

Your choice of early game infantry says a lot about you, not that everybody falls into stereotypes, but often it's easy to tell who's good and who's bad just by what they grabbed in the first few seconds of the game.

S3.1

Non-Faction Specific

-Basic Riflemen

These guys can basically do anything. You have a timed C4 that you can throw on the Harvester, or rush buildings with, and their primary weapon has 100 rounds to the clip. Basically, the auto rifle is the weapon that tries its best to make up for your lack of aim with giving you seemingly infinite tries without ever letting go of the mouse-button. You can also out-range the other basic infantry, except the marksman.

-Shotgun Trooper

Honestly, this is the weapon that borders on overpowered for being free, but in truth it is the great equalizer. The shotgun says one of two things about those wielding it: *I have crappy aim and I just like seeing hit indicators even when I didn't have my crosshairs anywhere near my target -or- I have fairly good aim and everyone that gets within 10ft of me is going to instantly die.* If you're in the latter group, you're built for rushing the enemy base early on, as a shotgun in cramped building spaces is possibly more terrifying than remote C4. (On a side note, zooming in with the shotgun tightens the spread, and you can hit people for more damage from a bit further away than usual.)

-Engineers

Early game engineer says one of two things: You're expecting someone to follow you to provide support and a 2nd timed C4, or you're just going to get what money you can by throwing all of your C4 on the outside of a building or the harvester. On the other hand, if you're defending, choosing the engineer is probably your best bet, as remote C4 dominates in enclosed areas, and you can single handedly murder an APC engineer rush if you're standing in the building they're going for.

-Marksman

This is probably a biased opinion, but generally an early game marksman makes it seem like you're just out to be anything but a team player. Most marksmen I run into have fairly crap aim with the weapon, and their insistence on staying not quite in the battlefield means they're unlikely to be C4ing the harvester, or participating in building rushes. A select few provide some decent fire support for those at the enemy and friendly harvester, but they really are few and far between.

-Officer

You won't always know what to think about somebody who grabs a character right at the start of a game, but it usually becomes obvious if you follow them. The officer was 'okay' in beta 2, and if you could sustain your aim on somebody's upper chest/head area you were virtually unstoppable early game. [EDIT]. Beta 4 introduced two important additions to the Officer's minigun that made them significantly more powerful: those are the fact that there is no longer a spin-up time on the weapon, and the weapon is hit-scan (instant hit). They can rush fairly well, and in competent hands they're able to be of great use in defending the harvester and killing engineers repairing the enemy harvester. Unfortunately, if you really know you're bad with the chaingun, you're wasting money, and that's no bueno.

-Rocket Officer

There are really only two reasons to choose a rocket officer. One: *you're attempting to get a rocket soldier rush going, or are joining said rocket soldier rush*. Two: *you're just aware that you can get an early game point lead by whoring buildings; this also works out for whoring/destroying the enemy harvester from a safe distance*.

S3.2

GDI

-Grenadier

He's surprisingly good against other infantry, but if you can actually aim alright you're better off with a gun class. Choosing him denotes that you're likely going for the harvester, or to score some easy credits by lobbing grenades at buildings. Never underestimate the power of easy money. He is also the king of kill-stealing in the tunnels.

-McFarland

If you picked him in beta 1 or 2, you are forever branded as an asshole. He made a bit more sense in beta 3. In beta 4 now, he is a definite force to be reckoned with, as his primary fire is now a hit-scan weapon. This is who people who are rushing a tunnel pick, as McFarland is bloody amazing at killing free infantry, and the flak cannon is a burning shotgun, making it the next best thing to a real shotgun in enclosed spaces.

S3.3

Nod

-Flamethrower

For the last 3 betas Flamethrowers were borderline useless, however that all changed with beta 4. They still aren't the greatest units to fight infantry with, but they are undoubtedly capable of holding their own in close quarters. They truly shine if they get inside of a building however. Even if they get spotted, they gain points while fighting infantry in structures so long as the flame is hitting the interior of the building.

-Chem soldier

You are one of two people: the guy spamming "chem rush!" In chat, or the guy running somewhere to get the chem rush going. It can get you to a building's MCT and it can do significant amounts of damage once you get there. These guys are alright alone, but when you see the guy spamming "chem rush" in chat, you should join him...otherwise you're that guy who lone-wolfs as a chem trooper, only to hang around the tunnels and be annoyingly good for very cheap.

S4

What You *Should* Be Doing This Early

S4.1

General Early-Game Offense

Assuming you're in a good position to get out of your base and attack, your best bet on most maps is to hit either the enemy's **economy** or **base** as soon as possible. The factors that should be considered before mindlessly choosing an objective:

-Is anyone on your team already talking in team-chat? If they are, are they proposing a rush, and if so you should probably participate. The exception to that is if they propose a rush after you're already deep into the field.

-Are there base defences? If there are, then either propose an infantry or APC rush, or settle on attacking the enemy's **economy**, which you should have help with.

What exactly constitutes the enemy **economy?**

+The **Harvester**, as it is obviously the most important part of the **economy**. C4 it, then go primarily for anyone who is trying to repair it.

+The **silo**: even if you're not an engineer, keep other engineers off of it. Stay on the upper level of the silo to keep from being easily killed by C4. That extra 1 credit tick adds up to a lot very quickly.

+Advanced infantry/vehicles: These are assets that cost **money**. When you kill them early game you're wasting THEIR money, especially if you're doing it as a free infantry class. Prioritise them over free infantry, unless the free infantry are a greater threat to your harvester.

-Are there any incoming vehicles/masses of infantry? Yes? CALL THEM OUT! Again I stress that there's a much better chance of stopping rushes when people know they're coming well ahead of time. On maps with no base defences be sure to call out infantry entering the tunnel. It's very easy for one **Hotwire/Technician** to turn an entire game upside down just because -YOU- figured that somebody else must have seen them duck into the tunnels. Never assume always tell everyone for the sake of your **Power Plant**. And by 'tell' everyone I'm referring to saying it in **team-chat**. A Q-spot isn't going to necessarily tell others on your team everything they need to know, but it will no doubt help by putting the enemy on radar and placing a marker on them temporarily.

-Are there no base defences? If there aren't then attacking a building may be your best bet. This leaves the enemy's **economy** alone, but the reward could be far greater than that risk.

Things you want to consider when deciding between attacking the base or **economy:**

+Where does it seem like everyone around you is going? If it seems like a small or large group is breaking off to go for a building, they could probably use all of the help they can get.

+Does it look like there's a very clear route to the base? If there's only one enemy or no enemies in the direction you need to go to get into the base, it's probably a good idea to head over there in hopes that you might actually be able to walk right into their base without a problem.

+Read the team-chat. If anyone is saying to go for a specific building then that means you should probably aid them in the matter, as others who are paying it attention will likely follow if they're around.

+If nobody else on your team has suggested it, and you notice that there's an opening, open team-chat yourself and yell something about attacking a particular building. Abbreviations are your friend here, but I'll go into them later.

S4.2

(Early) Rushing Considerations

There are several things to take into account when rushing early-game as opposed to mid-game rushing.

-Mines: The biggest difference for any rush early game is that the enemy base is HIGHLY UNLIKELY to be mined. That means any infantry unit is capable of single-handedly charging their way right to the MCT of a structure. This basically translates to early game being the one time where you don't need to have an engineer or technician in your group to really effectively take down a structure. Go ahead, grab a shotgun and fight right to the MCT.

-Readiness: This depends entirely on the overall **skill/awareness** level of your enemy, but for the most

part in a public game you can consider them somewhere between mentally retarded, and below average. Still, your enemy is likely to be in their weakest state in the first 1-3 minutes. Even if they as a whole are fairly good and coordinated, it is unlikely that they will have a defence mounted that is as capable of completely wiping out a well executed attack before it can do at least some damage.

-Open Fields: One of the largest advantages to rushing early on is that there likely won't be much to get in the way. For vehicle rushes, it is likely that if your enemy is not rushing, you will encounter zero vehicles on the way to a rush. That means that even your worst drivers can probably at least get you where you need to go. Of course, you still want a good driver, but I'll touch on that later. On a map with no base defences, the lack of vehicles also means that infantry rushes through the field are going to be most viable during the first few minutes.

-WATCH YOUR TIME: Possibly the greatest reason for early rush failures is that it just takes too long to take off. At most if an early rush is going to happen it should be out of the base within the **first minute-and-a-half of a game**. So hurry up and donate for that APC(if applicable) or mass whatever infantry they suggested massing. The faster it gets out, the more likely your enemy will be completely caught off guard, not to mention you will be less likely to be spotted while you're still in your base, and the less likely the enemy will have mined even a little bit. In short, this is probably the most important factor.

-Leaving your base dangerously open: Probably the greatest downside to rushing early is that you obviously will not be back at base to defend against any threats that take a different route than your own rush. Hopefully those who are defending are competent enough to do so well. This also goes for the harvester.

S4.3

Early Game Rushing (True Rushing)

Alright, now we vaguely know what we should be looking for, and why early rushes are generally a good idea, but the question remains with how to actually rush in the early game.

Team-chat: Always check it. Just type a random question and see who answers (e.g: 'apc rush?', or 'How to go 3rd person?'). Depending on the number of people responding, you will know whether you have willing participation or not. Likewise, if somebody asks a question in team chat at the beginning, be sure to respond in some manner (any manner) just to show that you're reading it. Generally the team that talks from the beginning is the team that seals their victory.

S4.4

Infantry rushes

One of the biggest mistakes made by infantry rushes is enforcing that everyone be the same class. The only two times that everyone needs to be the same class are if it is a Gunner rush, Rocket Officer rush, or Mobius/Mendoza rush. Note that most of those are not rushes you can perform in a 300- credit starting game. When rushing early game, what counts is that you

A) have some mass. The more the merrier in most cases, especially in field rushes.

B) have at least one engineer for the sake of healing when not fighting. You need some type of longevity.

C) don't bunch up into a single massive C4 boink. Spread yourselves out.

S4.41

-Random infantry: These are the rushes spawned out of somebody simply screaming to 'rush the tunnels' or rush the field. Everyone is going to be something, and honestly I've seen more successful rushes where not everyone was focused on being a particular class.

+Like all infantry rushes, it's still a good idea to have an engineer around for the sake of healing when not engaged. They're also going to have the best ability to cause massive bursts of damage to building MCTs.

+It is important to have a class that you feel like you're fairly good with. Your main goal is always to destroy a building, but since you'll be running into the heart of the swarm you're going to want to have as much killing potential as possible. Remember, if you're not all engineers, you're going to have to be defending timed C4, so bring something you know you'll hear a lot of boinks with.

+**Don't underestimate flamethrowers and grenade launchers.** Both of these weapons are in their prime vs. buildings. The grenadier's grenade does 1.5% damage to the outside of a building, or even inside of a building if you miss somebody you were aiming for. It also does 2.8%+ to the MCT, and coupling that with having 8 grenades in a clip, he is capable of doing MORE damage than a remote C4 though not quite as instantaneously. Flamethrowers aren't quite as impressive, but they can dish out 5% to a building's MCT with one magazine. Admittedly Flamethrowers were SEVERELY nerfed vs. buildings in beta 4 with the changes to their weapon. Still, both he and the grenadier make excellent additions, as even if the engineers in the group die you aren't left to rely completely on timed C4 for damage. On that same note, you won't have to sit in an empty building that's at 5% health with no way to chip off that last bit of health.

+Rocket soldiers are a bit expensive for early game, but if they manage to make it into a base they have excellent building-killing potential. They do a significant amount of burst damage to the MCT (7.5%), so even having one in the group can make a large difference.

+**McFarland/Chem-troopers/Officers:** You shouldn't be surprised that running in with a group primarily composed of these comes with all sorts of advantages. They have 50 extra points of health, and if massed that adds up

to a lot more hit points your enemy has to chip through to effectively stop you. These guys are all significantly better at dispatching free infantry as well.

S4.42

-Rocket Officer Rush: These are highly underrated, and the actual RUSH version of it is the most underused tactic likely in game.

+For the traditional bombardment version, it is as simple as massing ALL rocket soldiers and striking a building, usually from a distance. This tactic capitalises on the usual lack of readiness in the early game. If done correctly, your enemy likely will not have a quick enough reaction to stop the inevitable, though how powerful this tactic is depends -hugely- upon how many individuals participate. 10 rocket soldiers is optimal, as at ~3.75% damage it takes 27 rockets to destroy a building from the outside. With that number you can 3 shot a structure. If you somehow manage to get 14 people on board you can 2 shot a building.

+The version of this that isn't used quite enough is an actual rush consisting of rocket soldiers. While a few riflemen or other infantry should be around to actually deal with infantry, it is a sad sad day for the enemy when 7 or 8 rocket soldiers start shooting at an MCT. Their burst damage output inside of a building is more than enough to overpower most repairs, and in close quarters splash damage is king. Grab a secondary weapon and you can make up for some of their weakness to infantry.

S4.43

-The McFarland Rush: This is a rush that, as you probably guessed it, needs to consist of mostly McFarlands. In beta 4 McFarland is once more extremely deadly in CQC. Still, he's got his faults, and a group composed of nothing but flak cannons is easy food for riflemen and marksmen that simply sit back and out-range them. This is the kind of rush that is most powerful when they actually make it to their objective, as in enclosed spaces it's ridiculously hard to outgun a halfway decent McFarland.

+These are rushes best done on maps like Islands, Volcano, Canyon, and sometimes Walls. The first three offer narrow tunnels that are also relatively short on top of dumping you out with little distance to reach important targets. Walls is a bit more difficult, but if the rush makes it through the enemy tunnels it is easy enough to wreak havoc in the Hand of Nod or Airstrip with a group of flak cannons.

+Keeping an overwhelming majority of the infantry in the rush McFarlands is the best bet here, but having one or two riflemen makes it possible to retaliate towards annoying infantry that can just sit back and pick at the short-ranged McFarland.

S4.44

-Chem-Trooper Rush: These follow most of the same rules as the McFarland rush. The primary difference is that it's very map dependent on whether you should bring any non chem-troopers along or not. On a map like Walls it makes sense to have an engineer and maybe some riflemen along. On Islands it's also cool to throw in other infantry to help fight longer range infantry. Volcano on the other hand is where you're most likely going to want to go ALL chem-troopers. The reason for this is that most chem rushes on Volcano are done straight through the Tiberium field. If it wasn't obvious, infantry that aren't chem-troopers kind of die in Tiberium. Complex is another map where you may want to simply all-in on Chem-rushes.

Chem-troopers are also quite excellent at destroying buildings. A full magazine to the MCT is 10% damage as of beta 4, and it takes roughly 5 seconds to expend the entire magazine. Due to having a good 3 second reload however, it is probably best not to try and completely down a building with just the chemical thrower. You do of course, have one of the best anti-infantry weapons in the game, meaning you can probably deal with whatever comes your way for long enough to allow C4s to explode.

S4.5

Tunnels vs. Field

For the early game, tunnels are usually going to be used, however this makes them predictable, and most enemy infantry will also be in the tunnels.

+On maps without base defences, sometimes running right through the field and into the front entrance is your best bet. It takes longer to get there, but you will likely encounter less resistance. Unfortunately this is more likely to get your rush spotted by other infantry going after the harvester.

+The tunnels are faster, and on many maps they'll dump you out right next to important targets. However, the tunnels naturally force masses of infantry to bunch up, making you into an easy C4 super-boink. If you go through the tunnels, at least try to stay somewhat spread out.

S4.6

-Maps where you should **really** consider using the field over tunnels-

S4.61

+Islands: The field on Islands is not too large and often times single engineers will run it in an effort to sneak into the enemy base. Just as well, a [\[5-10 man rush\]](#) is more capable of running into [\[minimal resistance\]](#) whilst rushing either the HON/**Nod** Ref or WF/GDI Ref.

S4.62

+Mesa: probably the least exploited tactic on this map is using the Harvester-side field for infantry rushing. This is admittedly harder for **Nod**, but GDI is very much capable of sprinting into a un-mined Airstrip with infantry alone. A group of infantry can make it while losing only one or two people if they're close enough together; it's just important to have enough sprint to get around the corner and into the tower doors. If they time it right, they can also [use the Harvester as cover](#) to get them to the crates in front of the tower doors.

S4.63

+Goldrush: This is a bit of a stretch, but the 'field' you should be rushing from is the infantry field. Both sides have easily accessible bridges that are often used by infiltrators, but far more effective is a [\[mass of infantry\]](#) charging into the HON or Barracks. I've seen several chem-rushes work for **Nod**, and GDI just has to be willing to lose a lead infantry to one Obelisk shot. GDI can also duck an entire rush into the river; if they make it to the bank behind the crates, they can gain access to the Air Tower.

S4.64

+Volcano: This is a map with a very short tunnel system; as such, it is common for most early game action to occur in the tunnels. On the other hand, it is imperative to note that both teams have very vulnerable buildings that can easily be accessed over the lava bridges (The Airstrip/HON and the WF/Barracks.)

S4.7

-Maps where the tunnels are your best bet-

S4.71

Field: Obviously **Nod** units will get slaughtered in the time it takes to get to the AGT from the field entrance. GDI can make it to the HON from the field entrance, but the Obelisk can take two or three shots in the time it takes to get there. Harv-walking is a possibility to reduce the threat of the Obelisk. The tunnels however, offer a wealth of opportunities for both teams.

+With as few as **5** infantry **Nod** can rush the AGT from the nearest tunnel entrance, and I don't need to re-iterate that GDI can rush **Nod**'s Refinery with just **2** or **3** free infantry.

+As of Beta4 GDI can now access the Strip tower even as a lone infantry unit. If they use the rocks behind the tower, they can gradually make their way up to the tower itself. There is a bit of a trick here, however. Your best bet is to run around the right side of the tower, and then it is a matter of getting as far around as possible without the Obelisk's tip spotting you, then SPRINTING around to the door and JUMPING through the threshold. The Jump is VERY important, as without it the Obelisk still has time to clip your feet. [\[Step-By-Step-Pictures\]](#)

+If you can really get some mass (**7** or so people), **Nod** can get a few well spread infantry into the front door of the GDI

Refinery from the back tunnel. With the same mass, GDI can make it into the Obelisk, HON front door and the **Nod** Airstrip tower. In short, GDI has access to all of **Nod's** structures from the tunnels if you just get enough people to sign on.

+Smoke grenades change the options available in the tunnels even more. GDI can manage to make it into the Airstrip tower if they merely use a smoke grenade in the right area. Using a smoke grenade allows them to enter without much fear from the Obelisk at all, meaning a group of infantry can rush straight in. This also applies to charging the Refinery. Personally, having two separate smoke grenades to form a smoke wall is a better option, but it does limit the amount of C4 most infantry will have. [\[Image Coming\]](#)

+Nod can also make use of the smoke grenade. While a single infantry unit can make it into the Barracks, the AGT will be able to kill a group if they attempt to make it into the front entrance of the Barracks. One smoke grenade placed at the entrance solves that problem. It also allows easy entry into the Refinery [\[Image Coming\]](#)

S4.72

Walls: Walls early-game just depends on whether or not there are a lot of people involved in rushing. The tunnels on Walls are very narrow and people usually watch them, but if it's only a few of you rushing you draw less attention.

S4.73

Lakeside: There are no tunnels, and the vehicle field is a bit too big to do a true early-game infantry rush. GDI can try it up the river however, and that could net them an early Airstrip kill.

+Both sides can rush off of the [\[ledges behind their Refinery's\]](#) to go for an early Harvester kill as well as stealing the opposing team's silo.

+GDI and Nod can both attempt to mass rush down the infantry path in hopes of destroying the opposing side's infantry structure, though these rushes are generally caught and defended against very easily.

S4.74

Whiteout: This is a map that has seen itself go through almost a complete overhaul. Early game hasn't changed much however. While you CAN rush for the silo, the general rule of thumb for Whiteout is still kill their Harvester at the beginning, then take the silo, then [\[take over the hill\]](#).

S4.75

XMountain: This map doesn't really have much in the way of tunnels either, though mass infantry down the infantry path can work for either side if they can get close enough without being spotted. Going halfway down the infantry path,

then cutting out and rushing into the front door of the enemy base might be a better idea.

S4.76

Mesa II: If any map saw DRAMATIC changes from beta 3 to 4, it was Mesa II. With the infantry-only middle, and some fairly easy spots to just walk in to the enemy base, it should come as no surprise that there are some very good reasons to use the 'tunnel'.

+As long as it's not heavily guarded, GDI can usually break through into Nod's Power plant through the central entrance. If they bring smoke, it is also not too difficult to just make a path to the Hand of Nod as well. [\[Image Coming\]](#)

+Nod is capable of Chem rushing the GDI Power-plant with relative ease. The AGT has VERY poor coverage of the crates behind the GDI Power-plant. No smoke is even necessary, they just need to run.

+With a smoke grenade thrown right at the foot of the X-shaped tank trap at the GDI entrance, Nod can rush around to the back of the Weapons Factory. The AGT is still an issue for getting inside the back door however, though having one sacrifice may be alright for the sake of an entire rush.

S4.77

Canyon: I shouldn't have to tell you that Canyon has one of the best tunnel networks for driving mass infantry into. It's complex enough that you're not at a 100% guarantee to be spotted, and the entrances dump you off with two fairly close options no matter which side you are playing.

+GDI can also use half of the field and then run down Nod's harvester tunnel. It isn't a well traveled path, and if there is a lack of attention from Nod, GDI has a clear path straight to the Refinery from the exit.

S4.78

Complex: The tunnels in Complex are very... complex. The addition of multiple exits that didn't exist in CnC Renegade make them even more favorable for infantry here, and the addition of massive amounts of foliage and rocks for cover at the base-exits makes them very handy for infiltration.

+Considering most teams have a mad dash for the silo at the beginning of the game, it is often a good idea to have a small infantry group rush the tunnels and come out on the non-silo side of the enemy base. This would be the Barracks side of GDI's base, if you're Nod, or the Airstrip side of Nod's base if you're GDI. Chances are, most of the enemy team will be focused on the complete opposite side, allowing that group to pull all sorts of shenanigans.

S4.79

Under: Both GDI and Nod have options for the tunnels on Under. Without smoke, both have access to one another's Power-plant ([\[Nod has it slightly harder, but it's doable\]](#)). A rush of just 5 or 6 infantry

that ignore the silo is enough to threaten either side. Go over the the top of the map and jump down to the other side's tunnel entrance to avoid the mass of the silo rush.

+Using smoke, GDI can make it all the way to Nod's Obelisk from the tunnel entrance closest to the Obelisk.

S4.8

Vehicle Rushes (Early)

As one might guess, these are more expensive than just infantry rushing. These are also slightly harder to coordinate in a public match, as it is unlikely that everybody plans on choosing a vehicle and rushing at the very start of the match, especially because that would take quite some time to build.

S4.81

-The APC Rush-

This generally requires a quick set of donations, which may not even be available early on, and everybody involved to be an engineer that's somewhat familiar with how this works. 1 person buys an APC with the money they were donated, then 4 others get in as engineers to hopefully get a quick building kill. It's simple, it's efficient, and against a team that doesn't bother to use team-chat, it's almost guaranteed to work. Even better, beta 4 re-introduced your enemies being unable to see how many people are inside of an APC.

-Some things to consider when APC rushing-

+**Don't kill anyone** on the way towards the enemy base! This just means they'll be there to defend against you. (They could just suicide too, but I'll bring up my issue with that in some other topic)

+Let somebody that can drive well drive the APC. Seriously, if you get the donations and buy the vehicle, don't be afraid to give it to someone else if you know you suck at driving, or if you're experiencing vehicle lag.

+**Drive!** That's it, that's all you're there to do when you're at the wheel. Take a few potshots at the harvester if you want, but all shooting does is draw attention to you and raise your potential to run into walls. Focus.

+**USE THE FRONT DOOR ON THE REFINERY!** On most maps (especially those like Walls with no base defences) it is best to dump everyone off at the front door, then block the door with the 600 hit-points of heavy armour you paid for. Why the front door? Because, this is the door that that massive group of defending engineers is going to run to first. If you immediately run around the back of the Ref, you may be able to get everyone to the MCT faster, but all of the C4 chucking defenders will be able to run right through the front door to make sure your team just wasted \$500 on the oldest tactic known to renkind

+Be confusing if you're not taking too much damage. Don't be afraid to do some utterly crazy driving to confuse the enemy. Do figure-8's around buildings, drive behind one, wait for the mass of defenders to run into the structure, then sprint off to some other one that they just left wide open for you.

+Make sure everyone involved knows the plan. Don't spend too much time explaining in base, but make sure if you're going to draw smiley faces in the dirt to confound the enemy then you tell your teammates. You can sometimes get away with radio commands and Q-spotting so you don't have to say anything extensive.

+Don't leave the APC empty! Unless you need to be that last C4 to kill a building, you need to stay inside of the APC. The driver is there to cover the door, and to make sure the vehicle isn't stolen.

S4.82

-The Humvee/Buggy Rush-

These come in **two** flavours early-game. There's the single **Buggy** with a passenger. These are simple and follow some of the same rules as the APC rush, except that you will have to leave the vehicle empty to aid in destroying the building. That is of course, unless your passenger could afford a **Technician/Hotwire** already.

The second flavour of the **Buggy/Humvee** rush is spamming them. Convince **5+** people to get donations and buy **Humvees**, and you've got the most annoying tactic in a map with no defences. When running in with a mass of **Buggies**, it is important to realise that you can easily split up and all attack separate buildings. On top of this, **5 Buggies** can easily kill most early game vehicles as they're produced. What to really consider with this is that it can be more than a building killer.

+You can **harass** the enemy by both killing light vehicles as soon as they're bought, running over those trying to get in said vehicles, and picking off every character infantry seen. As a whole, this is a tactic that really harkens back to the RTS mindset of CnC, being that constant pressure inside of the enemy base prevents them from ever building any mass or momentum.

+While they're busy trying to swat all of the **Buggy**-flies, infiltrators and sudden masses of tanks can go unnoticed until it's already too late.

+Frustrate the hell out your enemy. I'll cover this more later, but even one **Buggy** harassing infantry in a base is enough to annoy many players into either quitting, or making just genuinely bad calls by devoting their time to trying to kill you. You might even prevent them from remembering to mine.

+If you aren't attacking a building, they're not getting repair money.

+If you AND your passenger are engineers, or one is a **Hotwire**, you can run to the far side of the base, repair, and keep up the harassment for an exceptionally long time. Trust me...I've been in a base for 15+ minutes before. They even

forgot about me for a small duration.

S4.83

-Artillery/MRLS Rush-

This sometimes requires a bit of a wait, but if you can coordinate donations this can be a serious game-breaker. You're going to want as many as possible, but you're also going to want to hurry out of your base. This tactic also varies greatly with whether you're GDI or Nod.

+The MRLS is great, but because its damage is so spread out between bursts, it makes it a bit harder to down a building under repair. However, the amount of damage they can pound out in one magazine makes them more dangerous in a secretive mass than Artillery pieces.

+One burst from an MRLS equates to 12% damage to a building. That adds up very quickly when there are more of them. If your team is REALLY lucky, and really coordinated, you can virtually insta-kill a structure. 9 MRLS firing at once puts out 108% building damage on full impact.

+The Artillery is not quite as impressive in the sudden-death category, but 9 Arts, doing 4.4% per shot, can still 3 shot a building. Compounded with the other advantages of the Artillery, this is obviously nothing to scoff at.

What should be kept in mind with either of these rushes is

+*Don't shoot* immediately when you see the enemy base. Wait for MOST of the Artillery with you to be able to fire. This can be difficult depending on the map; Field for instance does not offer much in the way of angles for large groups to fire at the enemy base.

+Don't be afraid to rush in with Artillery. If getting a firing angle is going to be a problem, have the group move in and fire at the target. Not only does this allow everyone to get off their volleys, but decreasing the distance your projectiles have to fly means much more than many people realise. It's also not entirely crazy to rush with Artillery if it's early and there aren't many vehicles around to stop you.

S5

The Mid-Game

And now we come to the mid-game. I consider this all of the moments **after the first harvester dump**. Usually this is right around **3-5 minutes** into the game. 'Rushing' is now a term that is more likely to

imply massive groups of vehicles or more expensive infantry. Honestly it'd be better to start referring to mid-game rushes as 'surges' but I'm not here to change Renegade terminology.

S5.1

Mid-Game Spawns

I already covered some things about mid-game spawning, like check the building you're in to make sure it doesn't need repairs or is currently laced with a lethal amount of C4. That's not what this section is going to focus on. No, this will cover a few basics for choosing infantry/vehicles based on actual battlefield conditions.

Watching several streams and videos has shown that a lot of people don't even know what to pick after the first 5 minutes of the game. They barely consider what's actually happening in the field or tunnels before grabbing a class. Renegade isn't a game about the individual (unless you're [The Yosh](#), or a select few other people, like those capable of vandamage), it's a game about the team as a whole. Not surprisingly, this means you should let your teams current woes dictate a vast majority of why you pick what you pick.

It's fairly simple to figure out what you 'should' be doing. Just ask...

-Are there more issues in the field, or are most of the problems revolving around the tunnels/infantry paths?

S5.11

Dealing with field issues

If the team as a whole is having issues holding/taking the field your best bet is to pick something that corresponds to aiding in the field. As to what that should be depends on what the actual problem is.

S5.111

-There aren't any techs/engis repairing vehicles in the field.

+Obviously this means you should grab at least an engineer, though the preferred tank companion is a [Hotwire](#) or a [Technician](#). An engineer is okay, but their repair rate is sub-par when it comes to repairing tanks. While an engineer can make a difference, [techs](#) and [hotties](#) can allow tanks to survive in a fight without necessarily having to fall back.

S5.112

-The enemy is mostly composed of **Artillery**, or **Artillery** is the main reason your team can not proceed. If this is the case, anti-vehicle is a thought. Of course, the main advantage of **Artillery** is that it has some extreme range. Your reaction depends a lot on how many credits you're packing.

+If you're broke, the only free infantry unit that can match the range is the Marksman, and the damage output for the *marksman* on light armour is rather pitiful.

++If you think you can get somewhat close, grab a *rifleman* or *shot gunner*. Both of these are capable of dispatching light armour quite well. The auto-rifle can take off half of an **Artillery**'s health in one magazine, and a shotgun is effective enough to almost kill an **Artillery** piece in 8 shots.

++If the enemy is pretty bad about reacting to infantry, grab an *engineer* and sneak/run up to the opposing force. 2 remote C4s can down an **Artillery**, whilst 1 timed C4 can do so as well.

++If you have some money, *rocket soldiers* are very good counters as of beta 4, though if the **Artillery** is using cover this may present an issue.

++**Nod** has one of the best 2nd tier unit for dispatching **Artillery**. The *Laser Chain Gunner* is not quite capable of eliminating an **Artillery** piece in one clip, but he has an instantaneous projectile and a high rate of fire. He will leave an **Artillery** piece in red health, and he can do it from a decently safe distance. He is admittedly out-repaired by a *Hotwire* however.

++**Gunner** is 'okay' at dispatching **Artillery**. His largest draw back is that he has a fast, but not instant projectile. If you can land all of them however, you can easily kill **Artillery** in less than 2 full clips, not involving repairs.

+++**Stealth Black Hands** are unbelievable **Artillery** killers. It is quite easy to just walk up behind them, C4 them and wait 30 seconds for the fireworks. The only issue is that of only having 1 C4, but the laser rifle can also do some hefty damage to light armour.

++**Patch** is iffy for fighting **Artillery**. His range is good, though his ROF and bullet travel make him less and less effective the further the target is. But if he can fire from a close position with some form of cover his weapon can almost kill an **Artillery** piece in 1 mag.

+++**The Officer** is surprisingly a great choice to kill **Artillery**. If you can get into a position with some form of cover, the chain-gun can destroy an **Artillery** piece in less than one full clip.

++**\$500 snipers** are what plenty of individuals claim is the counter to **Artillery**, however being able to hit **Artillery** from infinite range isn't worth only 1/4 of its health in your very slowly dispensed clip.

++++If you're packing the creds to do so, your best bet is to grab a 1k infantry.

+++++*Havoc/Sakura* are capable of tearing apart **Artillery** units in 9 shots at 45 damage a shot. The issue here is that they have to reload after 4 shots, and that's enough time for **Artillery** to run and repair. If your team is focusing on the **Artillery** however, then that should not be an issue.

++++*PICS\Ravs* are able to 4 shot **Artillery** (THANKS TO ME YAPPING ABOUT IT FOR 5 MONTHS), though they fire slower. However, these units are also capable of being the ultimate field-owners in any kind of mass, since they can destroy both heavy and light armour.

++++*Mobius/Mendoza* are a bit too short ranged for the task, but if they get close enough they can 1 clip an **Artillery** piece. Actually, 2 of them together can kill an **Artillery** being healed by a technician in a very short time.

+++For vehicles, the cheapest effective bet to fight **Artillery** that's already set up and got range is to use some **Artillery** of your own.

++++If the enemy **Artillery** is not protected well by heavy units, grab an *APC* or *Buggy*, as these light units can close the distance then run circles around the slow turret of **Artillery** units. (Yosh's preference)

++++GDI can use **Meds** rather effectively against **Artillery**, though this is best done in the form of a rush. Shot-for-shot **Meds** win against **Artillery**, so it should come as no surprise that if you run down an **Artillery** it will likely lose. If you have no backup however, this is likely going to be a waste of \$800. Do be warned that an **Artillery** with a **Technician** repairing it is virtually immune to the attacks of a single Medium tank however. Focus fire.

-Whatever you do as GDI, **avoid** *Mammoths* at all cost against mass **Artillery**; they're too slow! have no chance of dodging, and it's likely that they won't make it close enough before getting to do damage.

+++For *Nod*, the *Stealth tank* can be good on larger maps for hunting down **Artillery**. On smaller maps it may be difficult to sneak into the back of the enemy lines however.

+++*Flame tanks* are good for breaking through blockades, and admittedly they can destroy **Artillery** units in a little over 3 seconds. The negative, and it is a **BIG** negative, is that you have to get close to a unit with the highest vehicle weapon range in the game.

S5.113

-The enemy is literally point-whoring us to death and we are stuck in our base because they have **Artillery** situated behind heavy armour WITH repairs.

+Firstly, congratulate the enemy team on either purposely or accidentally figuring out one of the most effective methods to take and hold the field.

+As a single unit, it is difficult to say exactly what you can do to break an enemy blockade, **team-chat** is literally your best bet.

+++If you can snipe, and you have a free route to flank the enemy, grab a *sniper* to aid in sniping those repairing.

+++Grab a **Tech/Hotwire** to repair what forces are attempting to break out of the base.

++Pick anything anti-tank and try to coordinate your targets with your team. Again, as a sole unit you aren't much vs a small army.

+++Get an *air strike* and try to aim it near the back of the armour lines to kill off, or at least suppress engineers.

+++If the opening is present, grab a unit you can comfortably defend yourself with and pick up a beacon. If you think you can make it, try to plant the beacon in the enemy's base. If nothing else, you may force some engineers to double back to base to deal with the issue.

+Get a **Light Tank/Artillery** or a **Med/MRLS** to help push back the incursion.

+***Don't*** buy a **Mammoth**, they're going to just be a massive target that blocks your teammates and gets demolished without ever really accomplishing anything.

+**Flame tanks** are a consideration, but a solo flame tank is not much of a threat. Flame rushes are a different story however.

S5.114

-We are at the enemy's doorstep, point-whoring them to death.

+If you see friendly engineers at low numbers, add to that number to keep the offensive steady.

+Grab air strikes to suppress the enemy units at the front of the enemy base.

+If the enemy is actually ahead by points, aid in point-whoring with **Artillery** or a rocket soldier/**Gunner**.

+If the enemy looks to be broke, or not defending well, suggest pushing in with a mass of vehicles.

S.5.2

Mid-Game Infantry

While working in groups is where infantry shine, if your team isn't filled with those who know how to press 'Y' or 'F3' and speak constructively, then you can still be somewhat productive. I'll highlight a few units that are worth it to go alone with, but then I will go over how infantry in Renegade can get very powerful very quickly. When I say very powerful, I mean **borderline overpowered**.

S5.21

INFANTRY DEFENCE

If you've ever had the misfortune of fighting a team that had their vehicle production destroyed first, then you know how much of a pain defending infantry are. Here's just a short list of why it's annoyingly difficult to break infantry defense.

+10 bulky vehicles have to group up into a very noticeable and easily attacked group. 10 PICS/Ravs can be spread along walls, behind cover, behind you, above you and poking out of a tunnel entrance. It's far harder to contend with them than it is to contend with an obvious mass of vehicles.

+Infantry can run away and heal much faster than vehicles. While you back up and try to find a Technician to heal your 700 damage over the course of 10 or 15 seconds, they find the nearest PT and press E/R to instantly be able to do that same damage right back to you.

+Lastly, people get slightly more coordinated when they're offered limited resources.

S5.211

-Defending against other infantry-

+Keep at least one person camping on the front entrance of your base if you don't have base defences. This is particularly important for GDI, as SBHs are notorious for getting in just through GDI's sheer lack of awareness at the front entrance.

Nod should also keep an eye on their front entrance. As stupid as it sounds, Hotwires have a tendency to just walk in the front door. You don't want to be the reason your Hand of Nod just spontaneously combusted.

+Once more reiterating that both Q-spotting and textually calling out masses of infantry and vehicles is extremely important. Team-chat is your friend.

+Sticking with calling out enemy rushes, somebody should always be scouting. Camping is fine and dandy if you're down to just infantry in an All-Out-War with little time left, though still it helps to have somebody up near the enemy base to keep tabs on them.

+Mine the tunnels if it's infantry vs. infantry. If you don't have to be worried about APC rushes you can spare a few mines for the tunnels.

S5.212

-Defending Against Vehicles-

+Always have a (few) Möbius/Mendoza in base. If you hear that a rush is coming, and it's already left their base, this or

a **Hotwire** is probably what you should be buying.

+Get **PIC/Railguns** if you hear that a rush is being constructed. While the Volt rifle is amazing at closer ranges, and out-DPS's every other weapon vs. vehicles, it still relies on vehicles getting close before being effective. The **PIC/Railgun** allow vehicles to be picked off before they ever reach the base, or at least leave them damaged to the point of being Volt Rifle fodder.

+If you've got the cash, anti-tank mines are a no-brainer. Place them at the front of the base in places where vehicles HAVE to run over.

+EMP grenades are useful for stopping entire vehicle columns if thrown in the right place at the right time. They require a bit more finesse and skill to time in beta 4+ so you'll need to know when the enemy is coming in order to time them correctly. (They take roughly 5-6 seconds to go off)

+If you're currently without a **Barracks** or **HON**, the heavy pistol does decent damage to both light and heavy armour. Actually, get a Heavy pistol to go with a PIC/Raveshaw. It has higher range than the PIC/Railgun (for... reasons?) allowing you to soften vehicles at a fairly long distance. (108 points of damage to armour with a full magazine)

S5.22

-INFANTRY OFFENCE-

The rarely exploited gem that is infantry in Renegade(X). Coordination and team-chat are two of the most harped on subjects in the entire game, but nowhere does it bare quite as much fruit as when people realise infantry are just plain amazing when grouped correctly. Many will yap about Gunner rushes, and those are good, but there are so many more groups of infantry that can accomplish other very important tasks.

S5.221

-Base-killing infantry rushes-

-Engineer rushes-

Referring to those done without an APC or vehicle support. Engineer rushes are actually pretty common. From just a few engineers darting through the tunnels or field at the beginning of the game, to actually getting a massive group of them to rush in after the game is already going, these rushes are notorious...for looking menacing, but often failing miserably

-Why they fail

+You have a mass of infantry that have no defence from long range weapons, and if a halfway smart vehicle comes along it's just going to turn into a shooting gallery.

+The rush is lead in some direction that isn't even remotely well thought out. This happens a lot on Walls, where everyone has a tendency to just run right through the middle and into the tunnels, or on Islands where the short tunnel is used even though it's the most obvious place to go.

+EVERYONE BUNCHES UP. If you're not scattered in any way, you're just going to end up giving somebody a massive boink when they chuck a remote C4 right in the midst of the group. This also goes for rushing mines, as only one person is really necessary to set most of them off.

+You can't defend yourself properly in a building without sacrificing your ability to also destroy said building. You either throw your remotes to help kill defenders, or you switch to your pistol. Either way, you just wasted C4 or are ineffectively gunning down people who can out-refill the damage of a silenced pistol. Either way, if they distract you, they win.

+Finally, people bunch up in buildings, throw their remotes and accidentally stick remote c4 on the person in front of them. When you detonate it, you die and you contributed nothing...gg.

-How they succeed

+Have at least half be engineers, the rest can be something capable of fighting. Considering you are likely to end up close-quarters at some point, shot-gunners are a pretty good choice for these. If you still have a barracks/HON then Advanced anti-infantry units are great additions. 1k infantry are also excellent at clearing mines, be it an expensive sacrifice. If you are an engineer with some money, break out a carbine if you can.

+The rush chooses to go somewhere where resistance is minimal or non-existent, and where everyone won't necessarily get funneled into a shooting gallery. Good examples of this are using the sides on Walls, or jumping and parachuting off the plateau on Walls. Islands and Volcano are two maps where the field is often a good choice for infantry rushes of all kinds. Engineers on both sides have access to a relatively close building on both of these maps. Using the seldom rushed through tunnels in Complex is also usually a great idea.

+People don't all try to fit in a mined doorway at the same time. Trust me, somebody is going to rush it, but you don't have to be that guy.

+Finally, these rushes work best when everyone is not right on top of each other. This prevents being easily dispatched by C4, and makes it easier to throw remotes on the MCT, as opposed to some guy's head, once you do make it inside.

S5.2212

-Rocket Soldier rushes- (ranged)-

These are surprisingly rare considering the number of advantages they have. You have the potential to destroy a building on top of having a relatively cheap investment. It's usually not that difficult to acquire 225 credits, not to mention the amount you make back just for damaging buildings. Actually destroying buildings is a bit difficult however.

-Why they fail (to destroy the target)

+There simply aren't enough people involved. Again, 9 rocket soldiers is enough to 3-shot a structure. With such a slow reload speed between rockets however, it is hard to get off more than 3 or 4 shots before the target goes under repairs, especially if attacking from far away.

+Choosing an **obvious** path and getting spotted before you're in position. Try to at least hide the fact that you're rushing. The element of surprise is crucial here.

+Making your target obvious. If you strike a building and the enemy gets the warning that it's under attack, then of course they're going to respond to it.

+Firing before everyone is in position to fire. It takes a second to get a clear shot if there's 10 other people with you.

-How they succeed

+Get at least half of the team on board. In a 20v20 leaving 10 people to defend and fight in the field is more than enough.

+Mass inside of a building, and rush when you know the field is mostly clear for you to get in position without getting spotted.

+Attack a decoy building first. For instance, on Walls as GDI, attack the Hand of Nod with the first volley, then attack your real target (The PP or Ref) after Nod has received the warning that the HON is under attack. This is especially effective if you do a significant chunk of damage to the decoy building.

+Everyone fires on command. Indeed there will be idiots, but if everyone fires when they're told to (either by team chat or radio command) you get the most burst damage out of your volleys.

+It takes **27** rockets to down a building. Rocket soldiers have about a 3 second reload, so with 9 rocket soldiers, one can easily down a building in roughly about 6 seconds, which is about the same time as 11 Gunners can.

S5.2213

-Rocket soldier rush- (Actual rush)-

These are probably the rarest of the rare as far as rushes go. Most people don't think of rocket soldiers as rushing material, but after you've seen a group of them get inside of a building you'll change your mind.

-Why they fail

- +Nobody thinks it will work in the first place.
- +Not enough people to accomplish it.
- +A lack of weaponry to fight far off infantry,
- +Trying to fight infantry out of enclosed spaces. You don't have the ammo for that.

-Why they succeed

- +Nobody expects them to be rushing into the base. If they see a group of rocket soldiers, they just assume you'll be shooting at something from afar.
 - +You acquire at least 5 people to fight with. 5 rocket soldiers are capable of splash damaging most infantry to death without the need for having even the slightest hint of aiming ability. Stick to tight spaces and you win.
 - +Buildings are enclosed spaces...you have a rocket launcher that's like ranged remote C4 vs defending technicians.
 - +You can damage buildings even while you splash damage infantry inside of them.
 - +You do ridiculous amounts of damage to the MCT. If all five of you can make it inside, the reward for all hitting the MCT is roughly a third of the building's health. Technicians and engineers HAVE to kill you to save the building.
-

S5.2214

-Gunner rushes- (Ranged)

These are kind of like rocket soldier rushes except that Gunner is literally the least exploited infantry unit on GDI. **Nod** has the **SBH** for a specialty. They're hard to see and can be a nuisance if you don't pay attention and keep the majority out of your base. Gunner however, is the bane of every tunnel war, can blast any other infantry unit to death without having to even hit them, is pretty good against vehicles, has good headshot damage, has near-infinite range, and fires faster rockets than the rocket soldier. Oh, right, and did I mention that if you can convince **11 Gunners** to work together, you can down a building from anywhere you all can see it in **1 magazine**? Well, yeah, Gunner's that guy.

-Why they fail

+Not enough people. This is particularly sensitive in ranged rushes, as damage output is everything. Gunner's launcher takes quite some time to reload, so it's likely that you'll be getting out-repaired by the time you start firing again.

+Getting spotted too early (See rocket soldier rushing)

+People shooting too early, just like other rocket soldiers.

+Not attacking a decoy building first. Just 1 person needs to give the enemy team a faulty warning message, the rest unload on the real target right afterward.

-Why they work

+Because most people who know about Gunner rushes come from OldRen anyway. They generally know how it works.

•If you bring **11 Gunners** to the party, and nobody shoots too early, your enemy has about **6 seconds to save that building**. Six! No exaggeration. Also 10 Gunners emptying their clip leaves a building with about 5% health. The 11 is there just to make sure it is a 1 clip deal.

+Have at least 6 so that you can destroy a building in only two magazines at least.

+Gunner is actually **really good** at dispatching infantry that get close.

+He has an eye-patch, you can't beat the eye-patch.

S5.2215

-Gunner Rush- (Rushing)

Again, these are underused like Rocket soldiers rushing. A load of Gunners in a building is virtually unstoppable.

-Why they fail

- +Bunching up and dying to mines/C4. Bunching up also makes it harder to shoot past each other.
- +Using the field when the tunnel was the better idea. Remember, you have one of the best anti-infantry weapons in the game, and you barely even have to aim.

-Why they work

- +You basically win in enclosed spaces. Think of Gunner as having a C4 launcher.
 - +You can pound a building from the outside while you work towards your real target.
 - +You can easily kill newly spawned infantry with a rocket or two to the dome.
 - +You have a large enough amount of health to split up mine damage.
 - +The rocket launcher does copious amounts of damage to the MCT if you've got the time to fire at it.
 - +You can let engineers and technicians learn what it feels like to lose to someone with crappy aim that just spams explosives.
-

S5.2216

-LCG Blackhand rush-

This isn't exactly Nod's style, but don't let that sway you. These guys have arguably the best anti-infantry weapon in the game, especially after the spin-up time was completely removed. He's also not too bad at killing vehicles, especially when in mass. While it takes him longer to expend his clip, he also does the same damage to buildings that Volt rifles do.

-Why they fail

- +Nod is usually full of people that are SBHs, or only interested in rushing if it involves vehicles.
- +This guy doesn't have infinite range, nor the building busting power of Gunner.
- +I don't think anyone has ever even attempted a rush composed of these guys.

-Why they succeed

- +You can basically fight anything in the game and win with the LCG.

- +If you have even remotely good aim and go for head shots you melt infantry health bars.
 - +You have enough health to tank quite a few mines.
 - +Somebody somewhere probably just set off a solo-nuke that GDI is too preoccupied with to even pay you any mind.
-

S5.2217

-SBH 'rush'-

I refuse to call this a rush, as you're going to be infiltrating, not ground and pounding your way in. These are notorious enough that I don't really need to go over them, but I'll do it anyway.

-Why they fail

- +Most SBHs suck terribly with the laser rifle, and they won't even shoot when they're caught.
- +The laser rifle kind of sucks if you're not on point with head shots.
- +GDI is usually more defensive than Nod
- +Some idiot gets caught and runs towards the rest of the group
- +People stupidly set down beacons instead of C4ing the very open building.
- +Someone doesn't play GDI enough to know how far away you can see stealth
- +It's not Whiteout

-Why they succeed

- Inexperienced GDI team. They aren't watching mines and nobody is patrolling in a Humvee.
 - 3 timed C4s is silent and an insta-kill, very hard to respond to fast enough.
 - It's Whiteout
 - You probably brought nukes too, so plant them while you're at it.
 - There are literally players so new on GDI that they don't even know you're an enemy when you get
-

close.

S5.2218

-Mobius/Mendoza rush-

These bastards are hands down the most powerful infantry in the game overall. They melt the bars of infantry and vehicles alike, and if you can grab 10 of them you almost guarantee a building kill.

-Why they fail

+Requires you to get close to reap the rewards. This is somewhat negated by Field's tunnel system, which allows both sides easy targets right at the entrance and exit points.

+Take so long to coordinate, and mostly because they're expensive. These are late game stalemate breaker rushes. Only use them when success seems very likely.

+Someone shoots too early. This is a precise rush: 10 Volt-rifle magazines kills a building. You need to have all 10 of those clips go unopposed by healing however, and to do that you all need to be doing maximum damage from the beginning.

+Not enough people. Again, 10 is the golden number here. It takes 5 seconds to expend a clip from the Volt rifle. That's 5 seconds to kill a building if you all hit simultaneously.

-Why they succeed

+The Volt rifle out damages anything that isn't a sniper rifle.

+You can win infantry fights with just a few head shots. Vehicles are also unlikely to bother a group of Volt rifles if they can't outrange you.

+Somebody brings smoke to the party, meaning that it will be even more difficult for the enemy to fight off that thunderstorm since they won't know exactly where to shoot. (Also, smoke and Volt Rifles look like thunderstorms)

+Did I mention 10 Mobius' kill a building in 6 seconds flat?

+5 Mobius/Mendozas can kill a building in 6 seconds if they get inside and hit the MCT. They can also defend themselves very well in CQC.

S5.2219

•-1k Infantry mix rushes-

These are the equivalent of free infantry rushes spawned from having no barracks or war factory. The difference is of course, that you have a barracks, and therefore you can concoct this massive force of pain and suffering.

-Why they fail

- +No one brings along one or two necessary Hotwires
- +Too many Havocs, not enough Mobius'
- +These do actually draw a lot of attention when spotted.

-How they succeed

- +With Mobius Havocs and PICs, you can fight anything that comes your way. A mixed group of 10+ is utterly devastating.
- +Combined 10 of you have 2500 points of hp that has to be chipped through. Swap out a 1k for a Hotwire, and you still have 2450 that now can be healed if the enemy leaves you alone too long.
- +All of that hp basically means you can break through small minefields easier than a Hotwire can stop and disarm them all. Healing takes less time.
- +If you have good Ramjets with you, you are virtually immune to most infantry.
- +PICs and Mobius will keep most vehicles far away.
- +If you bring a beacon along then you have the perfect team to cover it. Let snipers hang back while Mobius and PICs soak damage. If you've got a Hotwire running medic. They just add to the longevity of the tactic.

S5.222

-Vehicle Killing Masses-

Remember how hard it is to get out of your base when you get locked in on maps like Field? Well, you may be surprised, it's probably in your best interest to solve your woes with mass infantry as opposed to vehicles.

Vehicles get slaughtered in choke points due to their size, whilst infantry can roll 10 deep at base

entrances and still have room to maneuver. This brings me to the next section of rushes dedicated to suppressing enemy vehicles with infantry rushes. Granted, these are not all rushes so much as masses, but they CAN be rushes.

S5.2221

-Flanking engineer rush-

While I wouldn't suggest massing engineers and running right up to a line of tanks, massing engineers and running up to the side of a line of tanks is a totally different story.

-Why it's effective

+Engineers can C4 tanks for the most burst damage output in the game.

+Engineers are free, so losing them is no problem whatsoever.

+Technicians can't out heal 4 remotes on a Medium tank/light or arty.

-Negatives

+Once you C4 the tanks, you're basically sitting ducks. This gives this rush 0 sustainability.

+You have to make it up to the vehicles to C4 them.

S5.2222

-Rocket Soldier Masses-

I proved a ton of infantry masses successful in OldRen, and this was just one of them. Even in RenX there is plenty of merit to the rocket soldier rush to take the field.

-Why it works

+They're relatively cheap

+Missiles lock in RenX, so you don't even need to be good at aiming to use them.

+Just 4 rocket soldiers can output 300 damage to heavy armour. This is enough to overpower a Technician significantly enough to make most tanks at least back up a little. Get 8 people on board and your group one-shots all light vehicles, and Light tanks/APCs with a homing projectile that has infinite range.

+You have infinite range with them. You can fire from anywhere you can see them

+They are anti-aircraft. Snipers are nice for AA, but nothing is more disconcerting for an Apache/Orca than hearing the blaring of 4 lock-on alarms at the same time.

+Just enough ammo to push a force back and keep pushing

+Can buy them without a Barracks/HON

-Negatives

+They fire somewhat slow, meaning multiple repairers can heal whilst you're not shooting.

+There are better options if you have the money

+There's not enough ammo to sustain the field for a substantial period of time.

S5.2223

-Gunner Masses-(GDI)

Gunner is actually worse against vehicles than you'd expect, but that doesn't make him bad at killing them. I don't think I need to harp on how Gunner is the most underexploited powerhouse on GDI.

-Why it works

+Gunner's rockets don't lock, but they're much faster than the Rocket soldier's, meaning they can get away with being led less.

+Gunner has 6 rockets a clip. At 40 damage a piece to heavy armour, he is able to roll out 240 damage alone in about 6 seconds or so vs. heavy. So grab five of them and you can do 200 damage every second to a heavy vehicle of your choosing. That's enough to kill anything but a Mammoth tank with one clip.

+Against light vehicles, he does 50 damage a rocket, so he can output 300 in one magazine vs. light vehicles, and five Gunners can obviously destroy light vehicles in less than 2 shots a piece.

+You are pretty capable of splash-damaging technicians to death if you shoot from high ground.

+Minor sustainability in the field with having plenty of spare rockets.

-Negatives

+No homing means people will miss, and further targets can dodge.

+Have to stay exposed a lot to get off all six rockets.

+Still not as much staying power in the field as a PIC or Rav team

S5.2224

-LCG Blackhand Masses-(Nod)

These guys are obviously made for beating down vehicles. They do it a bit different than Gunner, but they're scary just the same

-Why it works

+The rapid loss of health makes most vehicle's pilots freak out just a little bit.

+If they get behind enemy lines they can kill engineers very easily.

+A group of 5 is able to produce about 200 damage every second. These guys can hold that for about 8.5-9 seconds, meaning if they hit all of their clips they can output a phenomenal amount of damage (over 1000) in a short time. This overpowers repairs fairly well, though not as well as burst damage does.

+Their gun looks and sounds really cool.

+They're actually pretty good on ammo, so they're minutely sustainable.

-Negatives

+You have to stay exposed the entire time you want to deal damage.

+The entire time you're firing, there's a bright red line drawn right to you.

+Sustainability in the field is still not the best, but definitely capable of pushing vehicles out of a base and stopping a second surge.

S5.2225

-Patch Massing-(GDI)

This wouldn't make sense in OldRen, but with his new weapon Patch is actually a decent vehicle counter.

-Why it works

+Tac-rifle does 6 damage a shot to armour. 50 shots, 8 rounds per second, and you've got a recipe for damage.

•5 Patches can focus fire to achieve about 240 damage in a second on a target. That's not even a full clip...that's just a second. Congratulations, 5 Patch's are capable of killing a Buggy in just over a second, and if they all hit they can kill a light tank in under 3 seconds. Holy hell...why aren't we spamming these more?

+A single Hotwire or tech heals 40 damage a second...Patch can output 48 per second by himself.

+...Patch OP

•He's fairly good at killing engineers as well.

+He has enough ammo to be in the field for awhile.

-Negatives

+Tacrifle can be a bit inaccurate at range.

+Projectiles can be a little slow.

•Again, the weapon is DPS based, so you must remain exposed a lot to reap the overpowered rewards.

S5.2226

-SBH Field Masses-(Nod)

This one is iffy. **Having a team full of SBHs is a recipe for disaster**, as a majority of their time will be spent not doing anything productive.

-Why it works

+You can steal some vehicles if you get out into the field.

+Sneak up on a line of tanks and timed C4s can solve all of your woes.

•A team of 5 is sufficient to cause about 200 damage a second, and if you force the enemy to turn around to combat you, the rest of your team gets free shots.

+With a few carbines, you can silently dispatch engineers

+You're the best anti-Artillery unit available, considering you can walk right up to unsuspecting MRLS and c4 them in the back.

-Negatives

+SBHs turn many people into pansies when it comes to play style.

+Your weapon is ironically the loudest most obnoxious weapon in the entire game

•Once you lose stealth it's easy to pick you off.

+Only 1 stick of c4, and the laser rifle on its own isn't enough to make him sustainable

S5.2227

-PICs/Rav Masses-

And now, the ultimate murderer of all things armoured...from range at least. PICs and Ravs are sometimes hard to understand. On one hand they cost 1000 credits, yet on the other their slow rate of fire makes you wonder if they are really worth the damage they output. Put them in a group, and that answer is hell yes. I've personally orchestrated a PIC rush to retake the entire field in OldRen, and not only did we get rid of every **Nod** vehicle in front of our base, but we stopped them from ever gaining mass again.

-Why this is awesome

+PICs and Ravs both do 85 BURST damage to heavy armour, and 100(THANKS TO MY RANTS) damage to light armour. That's a high starting number by itself for any weapon.

•A group of 4 PIC/Railguns does 340 damage in a shot to heavy, and 400 to light. That's more than the Obelisk of Light. On top of that, PICs/Ravs fire faster than the Obelisk

+PICs/Ravs have 100% instantaneous projectiles. Coupled with the fact that it's just a high damage burst means you can all pop in and out of cover as you please between shots, meaning you don't have to be exposed for more than a half second or so. This also means hitting targets is basically a point-and-click adventure.

+Even in low mass, the amount of damage per shot is so much that the ammo reserve can last for a substantial amount of time, meaning this group can hold out in the field long enough to establish an armoured foothold, or a vehicle rush

-Negatives

+Expensive

+Not as much range as rockets

+Big bright lines drawn in your direction every time you fire.

+Is only good against engineers if you have the twitch reflexes, or luck for it.

S5.2228

-Mobius/Mendoza Masses-

If the enemy is truly that unrelenting, and you can convince your team to grab enough of these, you can wipe out everything armoured in seconds.

-Why it works

+5 Volt rifles do roughly 400 damage a second to vehicles. Hotwires heal only 40 a second. If you can somehow get 10 people to rush the front with Volt rifles, you can kill any tank in the game in less than two seconds. This is basically the equivalent of pressing the reset button on the field.

+Projectile is instant **and** sustained so you can miss a little and still not have anyone notice.

+The alternate fire for the Volt Rifle does 120 damage fully charged. Step around the corner with just 5 of those charged up and you can knock a Medium tank down to 200/800 health, or instantly kill a Light tank/APC

-Negatives

+No real sustainability. The Volt rifle runs out of ammo entirely too fast, but it packs enough bang to make it worth it.

+Range is too short get to Artillery in the back of the field.

S5.2229

-Field Infantry Mass Considerations-

+Try to convince at least 1 person to run as a medical Hotwire/Tech, as you'll all be taking splash damage more than likely.

+Use the terrain to your advantage. Keep yourself behind humps, rocks, and obstacles to make it virtually impossible for tanks to splash damage you to death. Stay away from areas where there are walls behind you.

+Remember, tanks have to come into view before they can even fire on you. Fire the moment you see any part of them. Use the alt-fire on the a rocket soldier if the vehicle isn't entirely visible, otherwise it will try to lock-on and follow the middle of the vehicle.

+Stay somewhat spread out. Most of your targets do splash damage, so obviously you want to be far apart, but still a cohesive group. This is where infantry shine over vehicles, as you take up much less space and are far more agile.

+FOCUS YOUR FIRE. Q-spot targets, or try to watch what others fire at first. Someone will always shoot first; consider it Anti-tank-follow-the-leader

S5.23

Free infantry vs. Free infantry

This requires the most participation in game to work correctly. This is literally a fight where both teams are on their last leg, so you're working with the least effective methods possible. However, this doesn't mean you're down and out, and it doesn't have to be a total stalemate.

-Yell at your team-

Seriously, there's no more lone-wolfing when it's down to free-infantry vs. free infantry. **NOBODY CAN SOLO ANYTHING WITH A FREE INFANTRY.** The only free infantry capable of soloing a building is the GDI grenadier, and that is only if he gets to the MCT and is then allowed to expend 4 full clips of his launcher along with his timed C4. If the enemy can't respond to that then they just deserve to lose.

It's time to set aside lone-wolfing entirely at this point. There should at least be groups of 3 doing things.

S5.231

-Control *all* of the crates-

There are multiple crates on every map. The crates in the field are the most important as they have a higher chance of spawning vehicles when the team that gets them has no WF/Strip. The infantry only crates are also important however, as they can offer necessary credits if the Refinery is down. More importantly, getting an advanced infantry unit is very powerful when there is nothing but free infantry on the map (Especially getting a 1k sniper). Just considerations for crate-whoring:

+Field crates are most important. Try to hold the crates on both sides, but at least focus on maintaining your own.

+If you get an advanced character class, stop getting crates. Help maintain control of it with your stronger weapon

however. The reason for this is to avoid getting a character changing crate, losing your unit.

+If you get a vehicle, and you're not in a dire situation where you have 5 minutes to try something or lose, then use it to hold crate control. Don't immediately go out and lose the one vehicle on the field. Try to maintain control and amass several vehicles before going out and risking your assets.

+If you end up acquiring a transport helicopter, *don't immediately use it*. Sit it in the back of your base (don't let it get stolen) and wait awhile to let the enemy forget you have it. Alternatively you can grab 2 others to mount the guns on it and use it for crate control.

+Spy crates are a might bit less effective here, as everyone knows the likelihood of seeing a character class unit is slim. Still, I've used spies effectively in weird situations, so it's not impossible.

S5.232

-Mounting rushes as free infantry-

Rushing as free infantry requires an 'almost' impossible amount of perfect execution on top of needing massive amounts of participation. I've seen few started, and fewer work, though admittedly the reason for their failures generally stems from people bunching up too much. Then again, one was just unlucky enough to run into a flame-tank rush...I'll let you guess how that ended.

+Get at least half of the team involved. Too few people will just end up in failure. If there's barely any buildings left then a large portion of most teams will be camping in their base making it difficult to sneak in. Brute force is basically necessary at this point.

+Try to go for high-value targets. Not every rush needs to be going for buildings; if the enemy has a single vehicle left, run it down and get rid of it. If they have a sole Technician or Hotwire to replace mines, get rid of them to rid yourself of mine issues. Infantry rushes become far more terrifying when people actually have to shoot at them to stop them.

+Multi-nuke/ion only if your enemy is not on absolute guard. I'll go into this more later, but the main way to have these work with free infantry is to have some element of surprise. If you've done 4 rushes from all sides for the past 5 minutes, dropping beacons is just going to give the enemy a ton of points. They -will- defend it.

+Use multiple marksmen as cover fire for beacons. Place the beacons in spots where engineers will have to be exposed to marksmen fire to disarm them. The marksman rifle may be free and kind of bad, but it is more than capable of 4-shot head-shotting a free engineer. Even if you make the engis dance to dodge, they're effectiveness at disarming is hindered.

+If the team is rich, just let everyone bring beacons. You're all probably going to die...might as well increase your odds.

+Don't rush so much that your enemy just sticks to camping where they know you'll be coming from. Alternate between

rushes and crate-whoring so that rushes become less predictable. Besides, infantry rushes become easier after you suddenly have a **Mammoth** tank from a crate to cover them.

S5.3

Mid/Late-Game Vehicles

Infantry are virtually capable of winning matches on their own if they're put out in groups, but vehicles have the major advantages of speed and armour. The latter is probably their most important, though the former makes getting from one side of the map to the other much less tedious on larger maps. Just like infantry however, there's a mixture of ways to use vehicles, from rushes just to take the field, to rushes dedicated to wiping out the enemy base.

S5.31

VEHICLE DEFENCE

Defending with vehicles is fairly simple. There are only a few things that need to be said about it.

GDI:

+Keep a Humvee present and scouting your base for SBHs when on a map with no defences, or when the AGT goes down.

+Mammoth tanks actually do make for good defenders. Keeping one near the front of the base helps thwart rushes, as you take up a crap ton of space, making you sort of like a gate with two really big guns.

+When enemy rushes occur, remember to focus down vehicles as they enter, as spreading out your damage simply prolongs their rush, and gives them more time to destroy their target.

+The shape of Medium tanks is odd enough in RenX that if you get a head-on collision with many vehicles, you can tilt their front upward, rendering it almost impossible to hit you. This is admittedly hard to do on most terrain, but when it works it can be detrimental to enemy rushes, especially **Flame tanks**, as they often can't even hit you if they get tilted at the right angle.

Nod:

+Nod's Artillery is significantly better at defence than GDI's **MRLS**. They have range and a decently fast projectile. Depending on the map, they can sit in the very back of their base and defend it just fine. (Islands is notorious for this.)

+Flame tanks are good for keeping the enemy cautious about rushing. Keep one around the corner to make them think twice.

+Light tanks should always be driven backward when defending. The reason for this is that they have a very low front, and physics in RenX permit most tanks to literally ramp up and run over the front of Light tanks. Their backs are fairly blocky, so this allows them to block vehicles that attempt to rush. Don't get made to look stupid by having an APC rush over your tank.

Team-Independent Considerations for Defending with Vehicles:

-If you have the ability to re-purchase vehicles then don't be a complete pansy if the enemy rushes. Block them, even if all you have is a Buggy. Flame tanks are particularly useless if they can't get close to anything.

-Don't get so caught up defending so much that you just get sieged to death. This is a problem that many teams run into. If you never move out then you're likely just going to have Artillery stick you in your base while they pound buildings either to death, or to the point that there's a 10k point lead. It's hard to complain about point-whoring when you're the ones letting it happen.

S5.32

Vehicle Field Rushes (Mid/Late-game)

There is an issue with re-taking the field after you've just outright lost it. That issue stems from wastefully throwing singular and pairs of vehicles at established rows of Artillery units. The only real way to re-take the field with vehicles is to rush it in mass. The Artillery in the back will likely be being repaired, so there's no real chance for 1 or 2 tanks to make a substantial difference before getting slaughtered by everything in the field.

S5.321

-Medium Tank Field Rush (Med Rush)-

GDI's underexploited bread and butter, the Medium tank is basically as general purpose as it gets. After its range buff especially, it can win against any Nod tank 1v1 when it simply comes to blow for blow. The Flame tank is the only exception to that rule, and it has to get close for it to come out the victor.

Massing at least (6) tanks is what you should be going for, and keeping them hidden around a corner makes it much more surprising when you roll out in force.

-Why it works

+Meds can literally fight anything squared up. Force your enemy into a corner where mobility is no longer a variable, and nothing can win blow-for-blow.

+As of beta 3, their range allows them to strike **Artillery**, so long as it's not on the complete other end of the field. This means a lot for the next point.

+You can run down **Artillery**! This is what's sieging your base; this is what's going to be doing the most damage, and this is going to go down the easiest. These also take the longest to get back into the field. Medium tanks are decently fast, can run over Light tanks if they aren't facing backwards and are able to take enough of a pounding that it's feasible to believe Nod units are going to have a hard time taking down 6 or more. It is important to focus fire on Artillery that's being repaired however, as a single Med is VERY easily out-repaired. 1 Med firing on a Tech'd Arty only does 8 real damage, while 2 focusing fire on it bumps that to 72 damage.

+Mass Meds hard-counter mass Arty+Techs, but low number Meds lose to low number Arts. The math for it comes out odd, but the Artillery's low health makes the scales tip severely in the Medium tank's favour after a certain number.

+Decent Hotwires. The lead tank should almost always have 1 or 2 Hotwires repairing it. It's going to be the first tank taking damage, so being sure it is the hardest one to kill ensures that those behind it can close the distance between themselves and the back lines of the enemy.

+Meds can sustain the field after taking it.

+MRLS backup. Med rushes into the field work better when you have 1 or 2 MRLSs in the back to help kill Artillery that gets pushed out of cover by advancing tanks.

-Why they can fail

+Not waiting for enough Meds. Just like infantry, your numbers count. Again 1 Med and Hotwire LOSES to a Tech and an Artillery. Bring your friends.

+Not keeping it hidden well enough. One of GDIs advantages is that the War Factory guards tanks on 2 sides, as opposed to the Airstrip that drops them with no protection whatsoever from any direction. Assuming the War factory isn't placed in a way that exposes freshly made vehicles to enemy fire (Whiteout comes to mind), then huddle up right where vehicles are produced, or anywhere you can safely keep your vehicles hidden from enemy fire and sight.

+Rushing in a straight line. If you don't have yourselves at least a bit spread out, you basically just feed your enemy one unit at a time.

+NOT SPRINTING WHEN YOU SHOULD BE. This goes for all rushes. If you're not in need of turning, you should be sprinting in your vehicle. Cover distance, and don't run into the back of people. Traffic jams end rushes.

S5.322

-Mammoth...advances(I refuse to ever call these rushes)-

I'd highly recommend **never** resorting to these to try and push out of your base. **Mammoths** are huge and slow, get chewed up by **Artillery**, and if a flame tank is around the corner you can't just charge out of its range like you can in a **Med**.

-Why it might work

+Enough Hotwires backing up a Mammoth is admittedly hard to stop. **4 Hotwires** can sit comfortably behind this monstrosity to give it a whopping **160 healing per-second**. That overpowers a flame tank with both flames on the Mammoth, and is even enough to overpower two Artillery's firing simultaneously.

+Firepower wise you're almost two Medium tanks, with both cannons doing the same as the Medium tank's cannons, and only taking a half second or so longer to reload between those two shots. Factor in the missile damage, and Mammoths are devastating.

+You don't need many.

-All the reasons it's a bad idea

+Mammoths are bulky, so you're only going to be able to fit a few out of your base at a time anyway.

+No rush-down ability to counter Artillery sitting out of range.

+Huge profile makes it basically impossible to miss them, meaning they're going to be soaking just about everything that's thrown in their direction. You don't just want Hotwires on you, you **NEED** them.

+People try to use too many. Thanks to their size and speed, more than 3 Mammoths trying to push out of a base is nigh impossible. You'll be stuck on each other, in one another's way, and probably dead before you can be of any real use.

+You're massive, obvious targets, you can't hide Mammoths nearly as well as Meds, especially since your 'surprise' is going to be in slow motion.

S5.323

-Flame Tank Field Rush-

This is sort of a well known tactic that always fails due to poor execution and not having enough vehicles for the job. Having **3 or 4+** is usually recommended, and it works best with maps that provide some cover up until the point where you can leap out and burn everything (Islands, Field, Walls, Mesa)

-Why it works

+Flame tanks do a staggering -140+ Damage-Per-Second to armour when both Flamethrowers are set on it. It would take **4 Hotwires** to completely **negate their damage**.

+Flame tanks can soak the most damage out of the Nod tanks. Throw some techs behind them and you can tango with most armour columns easily.

+Most people don't know how Meds can basically negate Flame tanks doing anything. (More on that later)

+Fire everywhere has a tendency to cause a little mental havoc.

+If it works really well, it can turn right into a base-destroying flame rush.

-Why they fail.

+One person tries to be a hero and doesn't wait for the rest of the tanks.

+No techs on the back of the lead tank

+One Med is smart enough to ram under the front of the lead flame tank, immunising themselves from damage and blocking the other flames behind the lead.

+Rolling out in single file. You need to fan out to some extent so that blockage doesn't occur and you all actually get to attack something.

+Falling back. You're the only tank that has the range of a shotgun, you're useless if you back away from your target, so keep moving forward.

S5.324

-Light tank pushing-

This is a bit tricky for the sole sake that Light tanks are at a mobility disadvantage when running head first into a group of tanks.

-Why it works

+Nobody really expects it. Seriously, it's like a mass engineer rush out of the tunnels half an hour into the game.

+Light tanks aren't too much weaker, damage wise, than Medium tanks. If they can out mass them and focus fire, they can win.

+Lights can hold the field once they get into it. Their mobility advantage is at its best when they get into open space obviously.

-Why it fails

+Mammoths >>>> Light tanks. If they have Hotwires behind them then it's virtually impossible for a Mammoth to go down to Lights. No really, Mammoths are 2 of you HP wise, and they do well over twice the damage.

+It takes A LOT of Lights to break a siege with Mammoths Meds and MRLS. Granted, you can rush by the tank lines to go straight for the Artillery.

+Lights seriously aren't built to go head-to-head against GDI forces anywhere but places where agility counts.

S5.33

Anti-Base Vehicle Rushes

These are the more obvious rushes that most people know exist. Much like infantry rushes they require mass participation, though there are **major differences** in vehicle rushing as opposed to infantry rushing.

-Even if you have a group on board, you can't all just suddenly spawn vehicles, you actually have to factor in the time to build them if this is a last minute rush.

-Vehicles are bulky, even the small ones. Fitting 10 infantry anywhere isn't that hard, but 10 vehicles, especially GDIs, are hard to fit comfortably in most places. You have to either split up rushes, or start rolling in a line formation that makes you easy targets to pick out.

-GUNNER IS STILL THE ONLY UNIT IN THE GAME WITH AMAZING BUILDING-KILLING POTENTIAL, FAST PROJECTILES, AND NEAR >>INFINITE<< RANGE.

-The biggest killer of vehicle rushes is bad driving. There are a lot of terrible drivers out there...and you will find all of them when you get a rush of about 6+ tanks going.

S5.331

-The APC Rush (Mid/Late-Game)-

Oh this is beautiful at any point in the game, though it changes up a bit when it's past the first 5 or so minutes. The base is (probably) mined, there are likely vehicles in the field, and you have more options for passengers than just basic engineers. That last part may blow some minds, but sometimes being a bunch of barely armed guys running into a mined building may not be the best idea. I'll break this down into variations after going over the basic issues regarding late game APC rushes.

-Why they work

+You use multiple APCs. Especially against base defences, using 2 or 3 APCs with people spread across them is very powerful, and helps with not putting all of your eggs in one basket. Since beta 4 re-introduced the enemy not being able to see how many passengers are in an enemy APC, this is even more powerful.

+Let the good drivers drive. You're actually going up against an enemy that's ready, let the action-movie stars take the wheel.

+Good drivers don't kill on the way to the objective, don't bother themselves with fighting vehicles, and actually communicate with their passengers via radio commands and Q-spotting. They also take routes that aren't always extremely obvious, but they provide cover and make it harder to hit them.

+APCs have a tendency to bring out the team players, so you end up with mostly people who are willing to work with you AFTER you succeed or fail.

-Why they fail

+APC rushes aren't built to fight tanks. They go straight for the base and sometimes get slaughtered by masses of armour.

+Not enough APCs. One is not always enough. The defences on Whiteout for instance are able to tear through APCs easily, so having a decoy then 2 real ones is probably a better idea.

+Bad driving/bad decision-making. If a building is currently being sieged by tanks, it's probably full of techs and people that will happily kill every infantry unit you bring with you. Choose a structure that isn't being healed, and will take a moment to respond to.

+Stopping to kill infantry. Leave them in the field. Unless they suicide and go back to base, there's just less people at the base to stop you.

+Using the back door of the Refinery. No, seriously...you block nothing if you leave the front door wide open. The exception may be GDIs Refinery on Goldrush, since their Refinery is in front of a lot of

buildings.

S5.3311

-Engineer APC rush-

-Why it works

+4 engineers still blow up a building easily with remote C4.

+Engineers are free, so they're not a huge loss if it fails.

+Engineers can heal the APC if need be.

-Why it fails

+Free soldiers die to mines very easily.. A group of them can be dispatched if they all bumrush the door.

+Masses of engineers get killed with a single remote c4 thrown close enough.

+All advanced classes can kill free infantry very effectively by this time in the game.

S5.3312

Hotwire/Technician APC rush

-Why it works

+4 Technicians can repair an APC in a matter of seconds

+Techs have enough health to tank a few more mines than engineers. They still die if they all bum rush the door.

+Techs can solo buildings, so APC drivers can coordinate to have individuals be dropped off at structures along a designated route.

-Why it fails

+Techs still get downed with 2 well placed remotes.

+Aside from on maps with a silo, they have no weapons that can contend with C4ing enemy techs before they're in range to kill.

+If the APC dies they have almost 0 fighting potential against characters.

S5.3313

-Mobius APC rush-

-Why it works

+Tier 3 infantry can tank 4 mines and die to a 5th even if they sprint head first into them. If they go slowly they can survive 5+. If they use a wall to detonate the mines, they can survive a good 8.

+It takes 2 remote C4s straight to the chest to kill a Tier 3 infantry.

+They have a weapon that can melt Techs and engis before they can c4 them.

+Assuming it's 4 Mobius's they can hit the MCT for 80% damage in 6 seconds after placing their timed C4s. This is catastrophic, as raising a building back over 80% to survive 2 timed C4s, AND disarming the c4s is difficult. Not to mention, if you can clear the defenders out of the building, you can just unload on the MCT again to end the building's life.

+You don't have to worry about suiciding on remote C4

+If the APC goes down you have 4 Mobius and a tech...that's a healing, 320DPS force of nature.

-Why it fails

+Expensive. Very expensive.

+Mobius has to reload.. A lot

+Engineers work better if there is NO defensive response.

+12 seconds to take down a building at an MCT is a long time in a rush.

+Can't help repairing the APC, so it's unlikely that this is a 2-way trip.

S5.3314

-APC Gunner Rush-

-Why it works

+Gunner can tank quite a few mines as a tier 2 infantry.

+4 Gunners in a building can throw their C4 on the MCT then splash damage EVERYTHING that stands in their way. Don't waste rockets on the MCT, just blow everyone up.

+4 rockets on the ground is enough splash to kill free engineers.

+If you're good at rocket head shots then you're almost as deadly as a sniper.

-Why it fails

+Gunner can't heal the APC

+He is only so effective in an open area vs. vehicles and infantry, so if the APC goes down you're likely dead.

+You have to survive 30 seconds for your timed to go off. Screw it though, splash-boinks everywhere.

S5.3315

-LCG Blackhand APC Rush-

-Why it works

+You have the best anti-infantry gun in the game, sans the Volt rifle, but it does better on ammo than the Volt.

+Tier 2 health is harder to chip through.

+These bastards are very hard to kill because of their damage to infantry.

+If they want, they can fire on the MCT for the same damage as the volt rifle, you fire a lot slower however. Better off saving your ammo for engineers.

-Why it fails

+They aren't engineers, so again you have to hold out for your timed C4.

+Reloading this weapon is time-consuming.

S5.332

-The Medium Tank Rush- (Med Rush)-

GDI's complete bread-and-butter, the **Med** is that one unit in the game that happens to be perfectly spammable, as it is just so damn generic that it can do anything. It doesn't exactly excel at killing other tanks like the **Mammoth**, nor can it do copious amounts of damage to buildings like the **MRLS**. What it can do, is fight Light tanks pretty effectively, tango with **Artillery**, beat all of **Nod**'s vehicles in the right situations, and do okay damage to structures. Literally, this is THAT unit. Its only real weakness is aircraft and well positioned 1k infantry.

-Why it works

+Meds are slower than light tanks, but by no means are they slow. Being able to close gaps towards buildings means a lot while rushing, especially vs. base defences. They are fast enough to block doors from defending infantry.

+Their range is perfect for bombarding while it closes the gap. This also allows Meds to switch targets on a whim without having to move in range.

+They do -2.8%+ to buildings. 10 Meds can dish out 28% damage to a building per shot. Even just 8 can put 22.4% out, making them able to kill a building in 5 shots if it isn't being repaired.

+Their health makes them able to survive quite a beating during base assaults, and let's groups of them acquire better positions in the enemy's base while still under fire.

+Unlike Stanks and Flames, the Med can actually kill infantry running at it. However focusing on structures or vehicles is key.

-Why it fails

+Need at least 8 to be truly effective in a 15+ team game.

+Not as good solo as with mixing in other units.

+No Hotwires on the lead tank. Even if it's not a Mammoth, the lead tank should always be the hardest to take down.

+Not everyone focuses fire. This is important, as it needs to be done to maximise the chances of taking out a building. Know what you're hitting and put everything you've got into it.

+No doors held open. This is a big one. An open door allows Meds to blow apart the repairers in a structure very easily. The difference between infantry holding the door open and not can mean the difference between victory and a waste of several thousand credits for the team.

\$5.333

-Mammoth Rush Crawl-

Truthfully, **Mammoths** can't rush. They're too slow to do such things. They can however, be a slowly crawling mass of devastation. They're better in a mixed group though.

-Why they work

+Mammoths can soak a lot of damage from defenders. Throw on 2-4 Hotwires and you have a literal damage sponge.

+You only need about 4 depending on the map to get massive damage rewards. Firing both cannons the Mammoth does about **5.6%** to buildings, then its missiles add it up to about **11.2%** though the missiles take longer to come back. 4 Mammoths pounding together can fire off their cannons alone for the 5.6% every +/-2 seconds. That's a 20%+ burst technicians have to deal with from 4 units. Back them up with about 6 Meds, to rush down doors, and you've got an impressive 35%+ Burst every 2-ish seconds. When the Mammoths use their missiles, it's more along the lines of a 55% burst. Now if for some odd reason you can get a full column of 10 in position to fire at a structure, you have a burst of 56% from cannons alone then factoring rockets in Mammoths can basically kill a building in one good burst. Granted, if you can get 10 Mammoths to fire off all at once on one target, you have an ungodly coordinated team on a map that doesn't exist.

+Smart positioning. Once inside of a base, if Mammoths get positioned off to the side where they can see infantry coming, they become the ultimate sore on Nod's heel. Every vehicle that rolls off of the Airstrip can get toasted easily. If they're being supported by Hotwires, that's even better.

-Why it fails

+Too many Mammoths. Once you go beyond about 4, you just run into space issues on most maps. Unless you're planning on running right into the enemy base, you're wasting your time with too many of these hulking masses of metal.

+No Hotwire support. They're huge targets, so they're going to get hit a lot.

+Engineers can very easily C4 them if they're not out in an open enough area.

+Not focusing fire well enough. The damage rewards are phenomenal, but they diminish greatly when you don't focus your fire.

+Not letting Meds go first. Also letting Meds get too far ahead. While Mammoths soak damage, they also get in the way. Let Meds run forward to block doors and draw attention whilst the Mammoths ground and pound.

+They're fat. Seriously, they barely fit anywhere comfortably. Whiteout/Lakeside is about the only place where Mammoths can comfortably rush into a base, and not in single file.

S5.334

-Flame Rush-

The classic purification method of **Nod** teams everywhere. **Flame tanks** do a significant amount of damage-per-second to buildings, but most importantly, they don't have to reload. This makes them the most deadly unit vs. the outside of structures, yet they need to get within range first.

-Why it works

+Flame-tanks do about 3.2% per second to buildings with both Flamethrowers. Alone, a Flamer can kill a building in about 31 seconds. 2 can burn a structure down in 15 seconds. A rush of 6 kills a structure in about 5 seconds. If you can somehow get 10 onto one building, you've got the ability to burn a structure down in about 3 seconds.

+Flame-tanks are decently fast, so even if you need to switch targets you can generally do so.

+Flame tanks are the most armoured unit on Nod, meaning if anything can get close, it's these.

+Flames are good at blocking doors.

+Flames can burn through other tanks that get in the way if need be.

-Why it fails

+Flames are a brute force tactic that needs to get close to do anything.

+Getting caught early is basically an automatic failure. You've got no defence against 1k infantry picking at you across the field.

+Flames are a DPS weapon; Hotwires are DPS healing. You basically cancel each other, with Flames just barely winning. Bringing a Stank along for burst damage is suggested to eat away the last few %s

+Lastly, Flame tanks are literally Volt-rifle food. You have to get close to them, and 400 damage in 5 seconds from one unit is bad enough. If they have 2, they can melt your tank's entire health pool in 5 seconds. if they knew you were coming, they're likely to have more than that.

+Flames require some of the best driving from all participants. Bunching up and getting everyone EMP'd or stuck in front of the AGT is catastrophic.

S5.335

-Stealth tank (Stank) Rushing-

Basically this is everything that is **Nod**, appear out of scenic nowhere, cause catastrophic damage, and end fights before they were ever started. Granted, this is probably the hardest rush to pull off without

a team of decent players. Notice I didn't say 'team players' I just mean you actually have to be somewhat good to pull off **Stank** rushes correctly.

-Why they succeed

+Done on a large map with plenty of space to avoid enemies (Field, Under, Lakeside, Xmountain, Mesa and Complex) Smaller maps make it more difficult, but if you distract your enemies in other ways, you can still avoid detection.

+Nobody shoots until you're at the target. If you and only you get sighted, break away from the group unless it's very obvious that the whole rush is actually busted.

+Nobody assumes they were spotted. Especially on day maps, it's very easy to miss a Stank if you just barely come into visible range of it.

+Focus fire. just like every other rush, all rockets should be going to the same target.

+People have figured out the kind of floaty nature of how RenX Stanks drive.

+If you have the opportunity, get all the way into the back of the enemy base. It's far harder to pull all defenders into the back of the base in the seconds it takes for a Stank rush to end a building. Shock and awe, with a side order of hopelessness is the name of the game.

-Why they fail

+People can't drive Stanks for crap.

+Need at least 5 to be truly scary

+If you're spotted, you're basically finished

+Somewhat expensive

+Lots of people don't know the meaning of being stealthy. Expect one idiot to shoot at random, always.

\$5.336

-Orca/Apache Rush-

The aircraft do a fair bit of damage to buildings with their rockets, and their guns also do a bit of damage. Unfortunately for any new people, they'll never experience the greatness of the super OP

passenger rocket.

-Why they succeed

- +Aircraft are pretty fast, and now are slightly more durable (for some god awful reason)
- +There's probably at least 3 people using aircraft before anyone even bothers to mention rushing.
- +It is very easy to switch targets when you can fly
- +Other than missiles and Ramjets, it is very difficult to take down aircraft quickly.
- +6 Apaches or Orcas can unload their missiles alone to cause 66% damage to a building. 9 aircraft need only fire off all of their missiles, then gun a structure down for 1%.

-Why they fail

- +Requires at least 6-10 people for noticeably amazing performance.
- +Enemy Ramjets are a problem, as they will see you coming. Less so after the nerf to light armour, but still aircraft are vulnerable to many weapons after being spotted.
- +Orcas are ***loud***
- +Stripping 12 people out of the base is asking for something terrible to happen.

S5.337

-Transport Helicopter Rushes-

Flying coffins are still flying coffins in Renegade X, don't let anyone tell you otherwise. That doesn't mean they can't occasionally be useful however. Their guns are okay now that they can get head shots.

-Why they sometimes work

- +Your enemy is dumb
- +You somehow make it to the enemy base and can drop infantry on the roof...which is mostly just helpful if you're attacking the HON.
- +You just get plain lucky and nobody sees that giant, loud thing carrying 5 people in the sky.

+You can do some creative stuff' like flying to max height with two choppers, then letting 8 Gunners parachute out and attack something with the near INFINITE range they have. Seriously, aerial Gunner rushes are going down on this list as one of those things GDI doesn't exploit.

+Carrying infantry on top of you. Put Gunners on top of you and Gunner rush from anywhere on the map. They'll never see it coming. They may get damage-over-time from being on top of you, but they don't need to be up their too long.

-Why they fail... A lot

+400hp, light armour. Ramjet food that's too big fat and slow to get away.

+They're loud and obvious.

+Most OldRen players have some pretty strong aversions to hopping in flying coffins. Most of what rides along in them are new people who will likely screw up even if they make it to the destination.

+Flying high when there are snipers and rocket soldiers about

+Flying low when there are snipers about.

+Snipers in general.

+You're big and slow enough to basically be damaged by anything.

+They're also kind of expensive to just be throwing away.

S6

Steps to Winning the Game

How to actually win the game can usually be summed up in one word in regards to public games: **teamwork**; however, there's much more to it than that. Ever seen a coordinated team vs. a coordinated team? It makes Renegade look like a totally different game. It also emphasises that teamwork isn't always enough...[execution](#), [strategy](#), and [creativity](#) count just as much.

S6.1

-Team Dependent Considerations-

+Mining on GDI and mining on **Nod** are not the same, and that's mostly due to the fact that GDI has to

contend with SBHs while **Nod** has to contend with having 2 buildings with non-generic entrances.

+**Nod** has the biggest buildings both horizontally and vertically, this makes them rather susceptible to Ion beacons. The Airstrip is usually close enough to some other building to allow an ion to take it and another structure out simultaneously.

S6.2

GDI

S6.21

-Mining-

GDI's main concern with mining usually stems from defending against SBHs, though this can sometimes be their own downfall. Pay too much attention to it and you end up with so much in-fighting between defenders about mining that nobody is actually defending. Now for going into mining details for GDI.

+***Mine as soon as possible***. SBHs won't be around for awhile on most servers, but you're going to want to establish your mining to thwart early rushes and hurry up and actually get to defending.

+Only have -2- people mining at most, or 3 if highly coordinated. Make sure you know **WHO** is mining.

+How you mine depends on the mine-limit. How you mine also depends on whether it is a flying map or not. Flying maps are an added pain for both teams, but especially GDI. (Varied mine limits per map has made this far less annoying)

+Standard, 3 mines kill a free infantry if they sprint into them. This is not enough for higher tier characters however, and **SBHs are tier 2**. 5 is the general consensus on non-flying maps, as 5 mines an entrance puts you at 35 with no AGT and 40 with an AGT. On flying maps, the two doors to the Barracks **have** to be mined, as infantry can simply bypass the sandbags by running onto the roof and jumping down.

+On flying maps, to help keep up with the increased mine demand, consider keeping The Refinery and Powerplant doors at 5 mines each; the back door of the War factory is also popular for SBHs, so 5 mines there as well. The front entrance to the War factory can often get away with just 3 mines. It is a high-traffic area, so SBHs are less likely to use it. The barracks doors likely need 5, but they can get away with 4 each as well. Even if you use 5 on each door, you still are only at 38 mines.(This is unnecessary if you can afford to just mine 5 to every door and still cover ramps)

+On flying maps, after all entrances to buildings are mined the rest of the mine limit should go to mining ramps. The War Factory ramp is the highest priority as it offers the most complicated roof in the game for nuking on. Place 5 mines on it low enough to where you can see them easily, but not so close to the ground that they can be set off by infantry walking beneath the ramp.

+With less glitched beacons you don't necessarily NEED to mine the ramp to the Refinery roof. Disarming beacons on the Refinery roof is quite easy compared to the War factory. the Power plant ramp is iffy, as beacons placed on the Power plant's very open roof are easy to cover with snipers on basically every map. You SHOULD mine this if the mine-limit allows.

S6.22

-Defending-

Mining is part of defending, however, it takes much more to defend than just throwing down mines and walking away. Half of a GDI team's woes stem from poor defence, and the other half comes from lack of exploiting what they're good at. We'll just focus on the former for now.

S6.221

-General Defence-

+Once mines are done being placed, take note of the number of mines. If you're defending then, then you should know how many mines there SHOULD be. If the number dips by 1 or 2, be suspicious. If the number drops by 3-5 start yelling and checking buildings.

+Make sure you're reading team-chat constantly...granted that goes for everyone. For defenders especially, coordination is key. Let people know mines are missing, and if there are multiple people defending coordinate patrol routes.

+The vehicle limit can handle at least 1 defender grabbing a Humvee. Use the hummer to move around the base faster. This is mostly if you are a Hotwire, as you'll be the first responder to beacons and infiltrators that make it all the way in.

+Put 2 Remote C4 on this Humvee near the bottom so that it is not in the way of the gun, and you can ditch it and blow it up at a moments notice.

+If you hear that a rush is incoming, be prepared to scrap your Humvee and repair a building. Generally the structures at the front of your base are most vulnerable, so get close to them when you here incoming. The exception is if it is an APC rush, as these have a tendency to go back towards the structures in the back of the base.

S6.222

-SBH Defence-

+Probably one of the most complained about infantry in the game (because Gunners and Patches aren't exploited enough yet). Defeating SBHs actually takes pretty minimal effort. In a 20 person team game, 2 people on defence can cover the entrances well enough to prevent most SBHs from entering. 3 can cover entrances and patrol for any that slip by.

+The best anti-SBH choices for GDI include: Patch, Mobius, **Humvees** and surprisingly **Mammoth** tanks. Obviously someone should be a Hotwire if they're going to be in a vehicle patrolling. The APC is also a very good choice.

+Patch and Mobius both excel at hunting SBHs for the sole fact that they do burn damage after they hit. The extra damage over time keeps SBHs highlighted, even if they sprint away and you miss a shot or two.

+Use a free rifleman or Mobius to sweep for SBHs. Their high rate of fire means that you can create a solid line that won't skip over them as long as you sweep slowly enough.

+Don't be afraid to camp the front entrance for awhile. If you convince SBHs that you're not going to leave, then you may reduce the number on the field entirely.

+As of beta 3+, be sure to Q-spot SBHs after you've hit them.

+**Mammoth** tanks make decent entrance blockers, so long as you move when your team needs you to. Sit in a way that takes up maximum space and sits your back firmly on the wall behind you. Your cannons aren't the greatest anti infantry, but since SBHs will be running across open ground, probably close by, you can melt their health rather easily.

+**Humvees** are good both for camping the entrances and sweeping the base.

+**DO NOT** assume that SBHs disappear after the **Hand of Nod** is destroyed.

+When sweeping for SBHs in a **Humvee**:

*Don't make your patrol patterns too obvious

*Patrol the edges of the base, as SBHs tend to hang around the furthest edges.

*Always slowly look left and right as you drive.

*Make sure you run along the back buildings of your base more often than anything. For instance, the Refinery and PP on Walls/Whiteout.

*On flying maps, always do a bullet spray across the top of the barracks and Power plant, it's an SBH hotspot.

*Drive backwards sometimes, just to confuse any SBHs watching.

*Keep an eye on mines even while you do this.

*Hold the 'crouch' button when you turn so you can drift..... Why? Because you look really really snazzy when you drift around a corner and smack the hell out of an SBH you didn't even know was there.

+The more annoying and hard you make it for SBHs to do anything, the more wasted units **Nod** has. For instance, 3 people, 2 humvee/Hotwires patrolling and a Mobius at the front entrance, can quite effectively shut down SBHs. If **Nod** literally has 6 SBHs active, that's 6 players unable to do anything but wonder what to do with their 1400 credit investment.

S6.23

-Repairing-

Anyone else remember day 1 beta 1? I do...and I remember losing buildings to one arty pounding it to death even though there were 19 clueless people back at base. Yeah, it was not good times. Repairing isn't exactly rocket science, so this is just an overview.

+If it wasn't obvious, the engineer's repair gun repairs at half the rate of the Hotwire/Technician repair guns. The Engineer heals **2%/Second** at the MCT whilst a Hotwire/Tech heals **4%/Second** at the MCT. This rate is halved for healing anywhere else on a building.

+Opening up the console (~ key, or F5) and typing 'startfire' without quotes will make the Repair gun fire indefinitely until you left click again. This can be useful for lazily repairing buildings.

+Repair the MCT...not Purchase Terminals

+If a building is under attack and you're defending, you should probably be first to repair it. React quickly, as sometimes it may be a lone **Artillery** pounding away then suddenly 1 turns into 5 and the Refinery is melting.

+If there are enemies in the building, dispatch them with remote C4, if you're a Hotwire or engineer...which you should be.

+Know how much damage timed C4 does. It does **-10%** to the outside of a building, and **-40%** to the MCT. Remotes do **-5%** to the outside whilst they do **-20%** to the MCT.

+If there is timed C4 on the MCT, decide whether you need to disarm it, or repair the building. Ask:

*Has the timed been on the MCT for awhile already? If so, it might be better to repair the building.

*Is the building's health under 40%, but only like 25-35%? If the answer is yes, and there's only one timed c4 on the MCT, you're probably better off repairing the structure.

*Was the timed c4 just planted? If it was, just disarm it.

*Is the building under fire from outside? If it is, you might be forced to repair, but disarming may be a better option. YOU have to make decisions sometimes.

S6.24

-Defending Against Vehicles as a whole.-

I already went over both defending with and against infantry. But **for GDI explicitly.**

+MRLS do not effectively counter **Artillery** 1v1, so they're *not* the best bet to fend off bombardment by **Artillery**.

+Push with **Med** rushes of at least 5 to break down **Artillery** in front of your base.

+A **Mammoth** at the entrance is once again a very good deterrent to rushes of all kinds. 2 Hotwires on a **Mammoth** tank give it the ability to shrug off an extra 80 damage a second, and considering it has 1200 hit-points to get through, any extra damage 'reduction' makes it a pain in the ass to kill.

+Don't rely on defence to win. Sometimes you just can't help it, and if you're against a bad team that just happens to have the field seemingly on lock-down, you may be able to get the point win on AOW. On the opposing end of that, you might end up looking at an enemy with a point lead in the 10,000s from pounding the ever loving hell out of your base since you're not bothering to move out.

S6.25

-Taking The Field-

GDI sort of has the advantage in taking the field, but only after they have access to Medium tanks. Surprisingly, before that point **Nod's Artillery** gives them the advantage. **Nod** also has access to light tanks faster than GDI has access to Meds. However, if GDI keeps themselves from getting locked into their base by artilleries early game then they can generally take and hold the field with no real problem.

-The First Five Minutes

+Take the silo if it exist. GDI vehicles cost more, so it takes longer to be able to afford them. More money benefits them more.

+Riflemen and Shotgunners are your best bet against the harvester. **Nod** can afford buggies very quickly, and if you're an engineer you have little defence against them, so long as they just gun you down. Riflemen and Shotgunners can both c4 the harvester and are actually pretty good vs. buggies. Grenadiers are now a bit better at defending themselves, and they obviously can do a lot more damage to the Harvester than just what their C4 allows.

+Destroying **Nod's** Harvester delays **Artillery** from entering the field, and that's crucial to GDI's success.

+GDI basically needs the Harvester to take the field, so keep it alive. You may not be able to afford Meds after one drop-off, but at least you'll be much closer.

+When you get the money for it, a pack of **Humvees** in the field is great for keeping Artilleries on their side of the field, as **Humvees** are fast enough to dodge and armoured enough to survive long enough to run and heal.

+**Humvees** do decent damage against the Harvester. Don't be afraid to harass with them.

+**MRLS** are cool to get, but *do not try to 1v1 Artilleries* with them. You will lose., unless the Arty driver is deaf dumb and blind.

+If you manage to see an opening to attack the base, but you don't have a proper amount of back up to actually take a building down, don't waste the time pounding a building by yourself. This will give **Nod** exceptional amounts of money from repairing, and though you will also get rich, you'll have to contend with far more expensive resistance.

+Focus on controlling the **economy** before uselessly point-whoring. Destroy the **Nod** Harvester as your number one priority. The second priority is to destroy **Artillery**, as these are 450 credits and they are the main threat to GDI's armoured forces. Thirdly, you'll want to take out any Technicians before most other infantry, otherwise they make destroying **Artillery** a pain.

S6.26

-GDI Mid-Game-

+On maps like Islands, Walls, Lakeside and other wide open places, you can pick off **Nod** vehicles as they're created. The Airstrip is a major disadvantage for **Nod**, as it drops vehicles where they are exposed in every direction.

+2 **MRLS** camping where they can hit the Airstrip can kill **Artillery** the moment they're dropped off (400+ damage). Even if someone is able to get into it before it does, they can not dodge the missiles once they're already locked .

+It's easy to forget about the Harvester on maps like Islands, but shooting behind the Refinery with an **MRLS** to destroy it will cripple the extremely high **economy** of teams on maps with short Tiberium harvesting paths.

+Once the credits are there for it, get Meds in the field along with **MRLSs** for bombarding enemy assets (Vehicles and Infantry). There should always be at least 2 Hotwires in the field to keep Meds alive.

+In the Mid-game, try to focus your targets in order of : **Flame tanks**, **Artillery**/Technicians, then Light tanks and everything else. The exception is **Stealth tanks**. If you see them just trying to sneak by, focus them down. This will prevent headaches later.

+Continue pounding assets instead of buildings until there is sizeable enough force to move in.

+If the game has been going long enough for people to roll out **Mammoth**s, let them move in front and get the most Hotwire support. DO NOT GET COMFORTABLE THERE HOWEVER.

+When you have sufficient numbers (In a 20v20 that's 'optimally' about 6 Meds and 2 **Mammoth**s with 2 **MRLS** and 2 Hotwires) push in on **Nod**, **Mammoth**s first, whilst focusing down a single building. Preferably target a building you don't care about 1st, just to draw their attention to it, then switch targets and use your +-50% burst damage to melt your intended target. Also, remember to only rush after the harvester is just destroyed' as if you wait too long it will get in your way. That last fact doesn't matter on maps like Islands and Complex however.

+If **Nod** starts repairing too hard:

*Switch targets to the structure that's furthest away from the one being repaired.

*If the building has a door near the MCT (The Ref, Airstrip and Powerplant, Obelisk), get an infantry unit to hold the doors open and blast the healers. This is especially easy to do for the Obelisk.

*If it's borderline impossible to destroy a building with overwhelming force, exploit **Nod**'s extremely wide open base layouts to find a spot to park and bombard from right in their base. On Islands, the back side of the **Nod** a Refinery is a great place to sit, as you are very well covered by the Refinery, can hit vehicles coming off of the Airstrip, and hit the Hand of **Nod** without being exposed to infantry in the windows.

S6.27

-GDI Late-Game-

The last 10 minutes or so. You may have taken down the Hand and Strip, but now you're just fighting a **Nod** team desperate to protect their Refinery for some odd reason.

+Points should be of concern in the last 10 minutes, as you don't want to have done all of that work and lost because you're team is using ineffective tactics to feed the enemy points.

+Have **MRLS**s pounding whenever points are too close. Don't over point-whore as you will then create a situation where your enemy is getting rich and may actually be able to fend you off.

+Kill off vehicles and advanced infantry. If they can't be replaced, make them high priority targets. Killing off Technicians for instance makes sure **Nod** is forced to work with a halved repair rate. On the same note, the one **Artillery** sitting in the back of **Nod**'s base can easily point where **Mammoth** tanks to keep **Nod** in the game, whilst weakening your rushes severely.

+Control the crates to reduce your enemy to nothing but free/T1 infantry.

+Once **Nod** is down to nothing but free/T1 infantry, it's perfectly acceptable to rush with **Mammoth**s and APCs while planting an ion. Just be sure to keep **Mammoth**s in positions where they're not easily C4d.

+Remember that free infantry are basically APC bait. Exploit it if need be.

+If you only have infantry left, Gunner rush from different points on the map to constantly gain points and possibly score a building kill. Remember, Gunner has near INFINITE a range. If you can see it, you can hit it.(Just don't Base-to-Base)

+Advanced infantry vs. free/T1 infantry, GDI can use Patches and Havocs to ion effectively. Just remember to not rush constantly, and when you do rush to use alternate routes from time to time. There's a whole section on that.

-General Rules of Warfare as GDI-

+Use flanking with tanks. Even without directional armour, it is much harder for enemies to respond if they're being hit from multiple directions.

+On the topic of **Nod**'s base layouts, their wide open designs mean that you are sometimes better off moving position right into the base itself. Find a corner, bring a Hotwire and let the flanking and good times roll.

+1k infantry are a pain, but with a Medium tank you should at least suppress infantry on lower ground, or easily splashed terrain. Don't focus all of your efforts on them however.

+Keep **Mammoth**s to a minimum. The smaller the enemy's base entrance, the less **Mammoth**s you want on the field. Field for instance should only ever have 1 or 2 **Mammoth**s, as they take up too much space in front of **Nod**'s base. Islands is along the lines of 2, maybe 3 at the most. Whiteout and Lakeside are exceptions, as you can actually move 5 or 6 **Mammoth**s comfortably over the terrain. Lakeside you may even be able to max out your vehicle limit on **Mammoth**s if your team is feeling rich and stupid.

+Always use 'sprint' to outrun engineers trying to C4 your vehicle.

+**MRLS** should always try to remain well behind the heavy armour line. You do a lot of damage, but you're useless when it comes to tanking damage.

+**Mammoth**s should go first in most rushes, but they should also try to leave room for Meds to run by them if need be. This is debatable in maps with very narrow entrances however.

+When fighting **Flame tanks** in a **Med**, sometimes it's better to just ram the front of the flame tank and hope to tilt it enough to make its Flamethrowers unable to hit anything. If the flame was already too far away however, backing up is a better option, as tilting them is not a guaranteed success.

+Don't camp in one spot too long with a mass of tanks. You just end up Airstrike bait, facing several Raveshaws, and

eventually getting stalemated right where you are. Try to find inventive spots to move to, preferably in **Nod's** base if the map permits.

-While tanks are better for holding the field, that's not to say 3 PICs can't be more effective at eating **Artillery** or **Flame tanks**.

-When healing tanks, be sure you prioritise **Mammoths**, or at least prioritise whatever vehicles are actually being hit at the time. Meds can back away to safety, while **Mammoths** basically have to sit and soak the damage.

+Use air strikes to cover rushes. Call them in on groups of infantry, or right where enemy vehicles might be congregating.

S6.281

-The Tunnels-

Contrary to some popular beliefs, the tunnels are actually very important, especially when you're GDI. The field is always technically the more important fight, but the tunnels definitely should not be neglected. The tunnels are, however, a bit less complicated than the field.

+Rule 1: Good snipers own the tunnels. Simply put, welcome to Renegade. However, if you want to counter snipers in the tunnel, your best bets are Gunner and the Officer. Both of them are cheaper than a Mobius, and both of them are also capable of letting you output quite a lot of damage without needing to have perfect aim.

+Rule 2: You can spare a few mines in the tunnels if it becomes a huge problem. Don't waste all of your mines on the tunnels, as that leaves buildings open to infantry.

+Rule 3: Never completely neglect the tunnels. This is how SBHs get through to nuke on Field, and how you can end up with random infantry rushes to the barracks from **Nod** on Islands.

+Rule 4: If **Nod** leaves the tunnels surprisingly quiet, take the opportunity to Infantry rush. So long as the field isn't completely screwed over, try to organise an Engineer, Mobius, or Gunner rush to quickly punish **Nod** for leaving the tunnels wide open.

+Rule 5: Remember that GDI has it easier running by the Obelisk than **Nod** has it running by the AGT.

+Rule 6: Suiciding with free infantry clears mines in tunnels faster than disarming them in many cases. That, or use a higher tier character to set them off slowly, and heal them as they take damage.

+Rule 7: The tunnels generally dump out into the perfect flanking spots to kill engineers behind tanks in the field. Take the tunnels, and suddenly you can turn the tide of battle in the field.

+Rule 8: Mobius rushes hurt worse from the tunnels than Gunner rushes can. Mobius kills a bit faster with one less person. Just remember Gunner can hit buildings from anywhere he can see them.

+Rule 9: The more traffic in the tunnels, the harder it is for SBHs to casually stroll through them. Again, it's stupid to ever say the tunnels are completely useless, but on the same note, the field should hold more importance.

S6.29

-Map Specific Considerations For GDI-

S6.291

-Walls-

(Also known as the only map RenX apparently has... still)

+HOLD THE PLATEAU. The plateau in the middle of the map is crucial for GDI. For one it aids in stopping **Nod** from being able to make Apaches nigh unstoppable by flying over it, then bombing tanks to death just to scurry away back on top of the plateau before they can be retaliated against. A second reason is that you can harm any rush with a PIC safely from on top of the plateau. Lastly, but probably most importantly, GDI can hit **Nod's** entire base from the top. It's unlikely to get more than one building, but theoretically 11 Gunners can wipe **Nod's** entire base from the plateau without even needing to refill, and can do this about 2 minutes in before **Nod** has Apaches to counter. [\[Rocket soldiers\]](#) are also deadly from up here.

+Always take note that The Hand of **Nod** is visible just outside of the GDI base on the left side. Again, consider [\[Gunners or Rocket soldiers\]](#), as that's not in your base enough to be considered base-2-base.

+If Nod does begin spamming Apaches, try using a Transport helicopter with 2 Gunners to aid in at least pushing them back to their own side of the field. Transport's guns out-range Apaches/Orcas, and do major damage against them.

+If patrolling for SBHs, be sure to glance at the little hole behind the barracks and Powerplant. If you catch anyone in there, it's usually an easy kill.

+Try to keep armour spread on both sides of the map, as there is a lot less room than the map looks like it has.

S6.292

-Islands-

+Holding the field is imperative. Islands has a ton of spots where **Nod's Artillery** can easily bombard the GDI Refinery from behind cover. At least try to keep the battle in the field stalemated if nothing else, as it can go downhill fast when you lose the field on Islands.

+Nod's Airstrip is extremely open on Islands. 2 MRLS should focus on simply destroying all vehicles as they spawn.

[Image Coming]

+The back of Nod's Refinery (The side with the tib field) is a great place to fight from. Not only does it not make you Airstrike food like sitting at the front of the base, but it also puts you closer to their vehicles when they spawn, and gives you an excellent flanking position. [Image Coming]

+Check the [hovercraft] around your base for SBHs.

+Refrain from point-whoring the Refinery. Islands is already a high economy map, you don't need to create an even better economy for Nod through repair money.

+Use the field tunnel exits to flank enemy Artillery if they do start hitting the Refinery. Pop out, kill their engineers and single handedly be a hero.

+Keep Mammoths to a minimum unless you are planning on just moving forward right into Nod's base.

S6.293

-Goldrush-

+Always have someone watching the bridge to the Barracks, it's notoriously easy to rush.

+The infantry side of the map basically screams for you to Gunner rush on it. Wait for Nod to be preoccupied with the field, then sneak in 6-11 Gunners on the side to take out the HON and Powerplant.

+Don't underestimate the power of infantry rushing as GDI. The Obelisk covers the bridge, but in the time it takes to sprint from the end of the Nod bridge to the front of the HON the Obelisk can only fire once. When there's nobody guarding the bridge, you can easily ion the HON with a single 1k character. This is even more true if you bring along smoke grenades.

+Camp the harvester. It's easy to forget its over there, but you can cripple Nod much easier if you remember to destroy their harvester every now and then.

+The Obelisk seems easy to camp from the field, but don't be enticed to do so. The more you point-whore it, the more Nod will be on the defensive. Just like I mentioned before, focus on killing assets then rush when you have enough to overwhelm all but the most insane number of technicians.

+Don't forget to hold the silo. It's sort of out of the way on Goldrush, and it didn't exist until beta4, so many teams don't remember to pay it mind.

+The path behind the War Factory is a known spot for infiltration by Nod units. Either mine it, or make sure you check it

if you hear the AGT or front guard tower go off. [\[Image Coming\]](#)

+Keep **Mammoth**s to a minimum here as well. Goldrush doesn't offer too much room to move in the field, so Meds should remain the primary tank.

S6.294

-Lakeside-

+Make sure you maintain your defence towers. These are necessary to spot incoming **Stank** rushes.

+Anti air is a must on this map, Apaches have a lot of room to maneuver and a lot of terrain to duck behind when necessary.

+Gunner can hit the Airstrip tower from the hill through the trees on the infantry side. Exploit it.

+On the infantry path side, Orcas can attack the **Nod** Refinery from over the rock wall behind it. [\[Image Coming\]](#)

+It is very easy to walk into **Nod**'s base through the river. Remember that.

+As of beta 4, just be aware that Nod's turrets can basically snipe you all the way from the Nod silo now. Don't be that guy that gets blown up by a turret for not paying attention.

+Keep both silos if you can. If you control the **economy** on Lakeside, you basically win. It is a high **economy** map, so controlling the eco is a massive game changer. We're talking teams averaging 3-500 credits when the enemy team is rolling in the 2-3k range.

S6.295

-Field- (Beta 4)

+Once you have Meds, there is no reason to lose the field, unless you just get out-played.

+One or two **Mammoth**s is fine here, but only bring more right when you plan on rushing.

+Remember that GDI has easy access to 3/4 **Nod** buildings from the tunnels if you infantry rush. If you do it right, a 1k character can singlehandedly make it to the Obelisk on its own. In truth, a large enough infantry rush can waltz right into the Hand of **Nod** too, but that's much more difficult to do.

+ALWAYS have one sniper out just to keep infantry off of Nod's sniper ledge. The ledge is an extremely powerful spot for infantry to hang out on.

+Going along with the point above: if you ever find the team being pushed back in the field, 3-4 rocket soldiers on top of the GDI sniper ledge can rain down a world of hurt on Nod vehicles.

+STAY ON NOD'S SIDE OF THE FIELD. This includes the GDI side of the field that is furthest in the back. Do not sit in your entrance once you have the forces to move out.

+Don't point-whore the HON unless it's necessary. Focus on killing the harvester till your enemy seems broke, then once you have the proper mass, rush in, hit the HON once for the warning, then down the Obelisk.

+The early game infantry rush to Nod's refinery or Obelisk, or Airstrip is a game changer. Use it.

S6.296

-Whiteout- (Beta 4)

+You can use Gunners to hit all of Nod's base from the sides of the hill out of harm's way from defences.

+If you control the hill, Gunner rush. You can hit the base easier with Gunners than you can with tanks thanks to Nod having exceptionally large structures.

+Remember' this is one of the only maps where you can actually Mammoth rush...there's room for it over the hill.

+Take and hold the hill at all cost. It's the primary way to win this map for BOTH teams.

S6.297

-Mesa II-(B4+)

+Remember you can infantry rush the Airstrip with just a few people from the Airstrip tower side.

+Aside from the Refinery Gunner rush now, it is possible to use the middle area to Gunner rush the Nod PP, HON, and even the Obelisk. Use this to your advantage when both sides of the field seem stalemated, but probably would not be harmed by 6-11 people breaking off to take down a building.

+The [Harv-walk] is real on this map. You can easily make it to the Airstrip tower.

+Keep in mind when shelling a base with multiple tanks that you should form a line on this map. The reason for this, is that Stealth tanks can very easily sneak by if there is nobody to see them run along the edge of the map.

+Keep the silo/kill the harvester. Again, economy is major in Renegade.

S6.298

-Volcano-

+Watch the early chem rush from the Tiberium field. You can use Grenadiers from the catwalk overlooking the Tiberium field to kill off Chem troopers that attack the Harvester.

+At the very beginning of the match, a Grenadier rush to the bunker that overlooks Nod's bunker can give GDI a VERY distinct economy advantage, if not outright kill off the Refinery or Power Plant.

+Nod's base is VERY open on this map; don't be afraid to run tanks in and setup camp behind the HON and on the Airstrip. [\[Image Coming\]](#)

+I shouldn't have to even say anything, but Volcano is literally a Gunner rush map. You can hit the HON and Airstrip from the bunker on the bridge side, and you can hit the entire **Nod** base from the tunnel bunker. Again, most underexploited tactic ever. [\[Image Coming\]](#)

S6.299

-XMountain-

+GDI should definitely take the silo first, as this map is VERY dependent on the field and getting tanks out sooner rather than later.

+Nod can jump over the Barracks' sandbags on this map using the rock beside the front of the Barracks. Since this is the case, DO NOT mine the front of the Barracks, and instead mine the doors.

+Hold the silo as long as possible, and make sure nobody slips by the front lines to take it. This also includes having a few infantry around the infantry path to guard the bridge.

+This is a map where Mammoths are acceptable in numbers around 3-4, as there is a lot of room in the field itself, but the choke-point at the front of the base does limit their effectiveness if they're not just charging in.

+The terrain in the middle of the field is VERY friendly towards Light tanks and their low profiles; Medium tanks need to push all the way back to Nod's base where the terrain is substantially more flat.

+GDI can very easily Harv-walk on this map using a Hotwire or lone Grenadier/Gunner. Using the Harv-walk, one can make it to the Refinery most stealthily, then exploit the size of the Nod base to run for the Power-plant or back of the Hand of Nod.

+Use the Silo path to flank Nod vehicles that are stuck in the middle of the field battling other tanks. This, Islands and Lakeside are some of the easiest maps to flank on, and you should definitely use it to your advantage.

+It is usually in GDI's best interest to keep the Nod Refinery alive, as this is the main building that you are best able to

point-whore off of if the need arises.

S6.29a

-Complex-

+Taking the silo early on is of greater advantage on this map than bothering to go find the Harvester and destroy it. This map makes use of the same Harvester system as Islands, with the Harvester only moving a few feet from the Refinery.

+If a major portion of the team appears to be rushing for the silo initially, grab 1 or two others to rush through the tunnel and exit at the Airstrip-side tunnel of the Nod base. From there GDI has a pretty sneaky route along the edge of the Nod base around to the Refinery.

+Beware that this map is only second to Islands in terms of Flame tank's ease of use. There are a lot of corners and narrow passages. Try to have tanks at the entrance of all 3 sides, and don't group up only on the bottom and top middle portion.

+If checking for stealth units, be wary of the massive amount of space along the outer edges of the GDI base. This is a haven for stealth units, and it is unlikely that you will actually be able to find them amongst all of the trees, but it doesn't hurt to continuously pressure the perimeter with a Humvee. You are much more likely to run into Stealth tanks by doing this.

+Don't underestimate the tunnels. If Nod takes the field, a Mobius, PIC, or Patch rush can take full advantage of the many exits that they provide. Flanking as infantry is more than just a little bit easy on this map.

+ GDI can Gunner rush the Nod Refinery by using the tunnels and coming up on the right side between the tiberium fields. From here they can cross the tiberium field (Gunner has enough health to survive this) and make it to the trees. Bring smoke to make it even harder for units to actually hit you.

+3-5 MRLS can fit on the silo side and pound the Nod Airstrip; remember this when points start to become of a concern.

S6.29b

-Canyon-

+GDI has somewhat of a distinctive advantage in defending their base on this map as compared to Nod considering GDI only has one vehicle entrance

+Use the large, Nod Harvester tunnel to your advantage fully. Splitting up vehicle forces in the front means Nod will have to fend off GDI's forces from two different angles, not to mention any possible tunnel assaults.

+The side path that goes up behind the Hand of Nod provides an easy way for GDI infantry to merely break off from a frontal tank assault and sneak into the HON. It also provides a very sneaky sniper spot.

+The cramped tunnel network in this map allows McFarland and Gunner to rein more supreme than they probably should through the use of splash damage. Exploit this with early-game McFarland rushes with at least 4-5 people.

+If you are checking for stealth, be sure to take special care to run behind the columns behind the GDI Refinery.

+Like Islands, it is EXTREMELY hard for Nod to take care of a beacon on the very end of their strip on this map.

+If it seems impossible to penetrate Nod's defenses, but GDI has size-able force in the field, try breaking off with one or two tanks and run through the Harvester tunnel. You can cut to the left at the exit and come around all of Nod's vehicles, running over Techs and flanking the enemy.

S6.29c

-Under-

+Under can more or less be treated the same as Field on most accounts. Get tanks, push out to the enemy's doorstep and hold it there. Perhaps you could rush, but it's not necessary in All-Out-War, and it may also not be in Marathon either.

+Always have a small group of infantry watching the silo and the tunnels, as it is VERY easy for Nod to infiltrate the GDI PP, and the silo is not placed in a spot that makes it easily accessible to vehicles.

+GDI has access to Nod's Power-plant via the lower tunnel exit. If not using a smoke grenade it only takes the usage of crouching behind the rock between the tunnel exit and Power-plant to wait for the Obelisk to let go of its charge.

+Using smoke grenades, GDI can rush the Obelisk from the closest tunnel exit. Coordinate 2 or three and you can make it all the way to the HON. [\[Image Coming\]](#)

+If GDI is stuck in their base, never forget that there is the side infantry path (near the Weapons Factory) that leads out of the base. Using that path puts GDI infantry at a very good flanking position behind any enemy lines. [\[Image Coming\]](#)

+Using Nod's own infantry path, GDI can sneak a single infiltrator into the Nod Airstrip.

S6.3

-The Brotherhood of Nod-

Welcome to the Brotherhood of Nothing but Obvious Decisions

Since beta 1 **Nod** has been considered iffy by a lot of players in terms of whether they're overpowered or not. Honestly, after beta 3 cleared up Stealth units not flashing with damage, on top of being visible from further when sprinting, I'm game to say that they are perfectly balanced for what they cater to. To put it simply, **Nod** caters to the lone-wolf play style more than GDI, while GDI benefits from teamwork more than **Nod** can in the long run.

S6.31

-Mining-

Nod generally doesn't have to worry about SBHs unless GDI gets a spy crate, however a fatal mistake by many **Nod** teams is to neglect defence after mining is done. This is a major oversight, as this is how buildings spontaneously combust.

+Just like GDI, start mining as soon as possible.

+Only have 2 to 3 people mining.

+Mining is usually simpler for **Nod**. On flying maps, the Hand of **Nod** generally requires the most mines. Put 2 or 3 on the ramps, then 2 more on the inside of the window. Mine the back door, and perhaps the front if you can spare the mines, **Nod** has no complex roofs so it is easy to get away with not necessarily having to mine all of the ramps. The front door can go with less mines than the back door. It is a very high traffic area.

+Most people mine the Airstrip wrong. Do NOT mine the front door on flying maps. Mine the inner area just before the MCT just past the deepest PT. If you mine here, Hotwires have to contend with the mines whether they run into the front door or drop down from the roof. If mines are close enough together against the corner, Hotwires can't disarm them without standing exposed in front of the MCT. Use about 6-8 mines.

+**Nod** usually needs most of its mines in the HON in flying maps, though don't go overboard. GDI can easily run into your Refinery if you're only running 3 or 4 mines to a door everywhere else.

+Watch the mine-limit like a hawk, if it starts to decrease slowly, it's time to start checking buildings.

+**Nod** may have leftover mines, and it's not entirely unfeasible to toss them in the tunnel to deter infantry rushes.

S6.32

-Defending-

Defending is conceptually the same on **Nod** as it is on GDI. There are some differences however.

+It is harder for **Nod** to actually push back out of their base after getting stuck inside of it. Flame rushes are only effective when you can use shock and awe by coming around a corner.

+The Airstrip drops vehicles 100% exposed on maps like Islands; try to be there the moment it's dropped so you have some potential to get out of the way before 12 **MRLS** missiles greet your newly spawned **Artillery**.

+The Hand of **Nod** is stupidly tall, so expect it to get hit from some odd angles far away.

+The Airstrip has the largest footprint of all the buildings, so it is very much able to be hit by beacons placed on either end of it. It is also usually close enough to something else to allow GDI to lon it and another building simultaneously.

S6.321

-General Defence-

+Once mines are done being placed, take note of the number of mines. If you're defending then, then you should know how many mines there **SHOULD** be. If the number dips by 1 or 2, be suspicious. If the number drops consistently, it's time to start yelling and checking buildings.

+Make sure you're reading team-chat constantly...granted that goes for everyone. For defenders especially, coordination is key. Let people know mines are missing, and if there are multiple people defending coordinate patrol routes. Yes, **Nod** should be periodically patrolling for sneaky GDI units.

+The vehicle limit can handle at least 1 defender grabbing a **Buggy** or Apache. Use the **Buggy** to move around the base faster. This is mostly if you are a Technician, as you'll be the first responder to beacons and infiltrators that make it all the way in.

+If you hear that a rush is incoming, be prepared to scrap your **Buggy** and repair a building. Generally the structures at the front of your base are most vulnerable, so get close to them when you here incoming. The exception is if it is an APC rush, as these have a tendency to go back towards the structures in the back of the base.

+If GDI has an SBH spy, be prepared for an lon.

S6.33

-Repairing-

(Mostly the same as GDI)

Anyone else remember day 1 beta 1? I do...and I remember losing buildings to one arty or **MRLS** pounding it to death even though there were 20 clueless people back at base. Yeah, it was not good times. Repairing isn't exactly rocket science, so this is just an overview.

+If it wasn't obvious, the engineer's repair gun repairs at half the rate of the Hotwire/Technician repair guns.

+Opening up the console (~ key, or F5) and typing 'startfire' without quotes will make the Repair gun fire indefinitely until you left click again. This can be useful for lazily repairing buildings.

+Repair the MCT...not Purchase Terminals

+If a building is under attack and you're defending, you should probably be first to repair it. React quickly, as sometimes it may be a lone **MRLS**, Mammy or **Med** pounding away, then suddenly 1 turns into 5 and the Refinery is melting.

+If there are enemies in the building, dispatch them with remote C4 if you're a Technician or engineer...which you should be.

+Know how much damage timed C4 does. It does 10% to the outside of a building, and 40% to the MCT. Remotes do 5% to the outside whilst they do 20% to the MCT.

+If there is timed C4 on the MCT, decide whether you need to disarm it, or repair the building. Ask:

*Has the timed been on the MCT for awhile already? If so, it might be better to repair the building.

*Is the building's health under 40%, but only like 25-35%? If the answer is yes, and there's only one timed c4 on the MCT, you're probably better off repairing the structure.

*Was the timed c4 just planted? If it was, just disarm it.

*Is the building under fire from outside? If it is, you might be forced to repair, but disarming may be a better option. YOU have to make decisions sometimes.

S6.34

-Taking The Field-

GDI sort of has the advantage in taking the field, but only after they have access to Medium tanks. Surprisingly, before that point **Nod's Artillery** gives them the advantage. **Nod** also has access to Light tanks faster than GDI has access to Meds. However, if GDI keeps themselves from getting locked into their base by artilleries early game then they can generally take and hold the field with no real problem. Basically, **Nod** should try to take the field as quickly as possible.

-The First Five Minutes

+Take the silo if it exists. GDI vehicles cost more, so it takes longer to be able to afford them. More money benefits them more, though **Nod** can get **Artillery** and Light tanks in the field even faster if they hold the silo.

+**Nod** can afford Buggies faster than GDI can get **Humvees**. If you're lucky, you can get them into the field fast enough to both protect your own Harvester and harass GDI's.

+If GDI destroys the **Nod** Harvester, it keeps **Artillery** from entering the field, and that's crucial to GDI's success. Keep the **Nod** Harvester alive for the sake of not losing the field. If you lose it, make absolutely sure that GDI loses theirs.

+GDI basically needs the Harvester to take the field, so again it is imperative that it dies. They may not be able to afford Meds after one drop-off, but at least **Nod** will still be able to take over the field with **Artillery**.

+**Nod** can mass buggies earlier than GDI can do so with **Humvees**. Get a pack of them in the field to keep GDI's Harvester down and out.

+**Artillery** own **MRLS**, take the field from them before they get Medium tanks for support.

+If you manage to see an opening to attack the base, but you don't have a proper amount of back up to actually take a building down, don't waste the time pounding a building by yourself. This will give GDI exceptional amounts of money from repairing, and though you will also get rich, you'll have to contend with GDI having Meds on the field faster.

+Focus on controlling the **economy** before uselessly point-whoring. Destroy the GDI Harvester as your number one priority. The second priority is to destroy **MRLS**, **Humvees** and APCs. as these are expensive early game credits and they are actually a pain if they have Meds backing them up.

S6.35

-Nod Mid-Game-

+On maps like Islands, Walls, Lakeside and other wide open places, purchased vehicles are going to be dropped out in a very open spot. Be there quickly to get them, and if **MRLS** are spamming rockets towards the vehicle spawn point, you may want to consider just using infantry to fight tanks.

+Technicians and **Artillery** are a staple **Nod** offence and defence. Use them to keep GDI forces back from entering the base, and to keep GDI forces locked into their own base. In truth this combination is more cost effective than anything GDI has, but GDI also has more expensive units to choose from.

+It's easy to forget about the Harvester on maps like Islands or Complex, but shooting behind the Refinery with an **Artillery** to destroy it will cripple the extremely high **economy** of teams on maps with short Tiberium harvesting paths. You can also run Buggies behind the a Refinery to harass the Harvester, and to distract GDI.

+On maps with terrain cover and open fields (Field, Lakeside, and XMountain especially) the Light tank can be far superior to a **Med**, thanks to its lower profile and higher agility. If setting up **Light tanks** in front of **Artillery**, be sure to face backwards, as the front of the Light tank can be run over like a ramp.

+**Artillery** hard counter **Mammoth** tanks on most maps. **Nod's Artillery** does enough damage, and has enough range to kite **Mammoths** without taking damage.

+In the Mid-game, try to focus your targets in order of : **Mammoths**, Meds, then **MRLS** and then everything else. IF **MRLS** are the biggest threat however, try to hit them first, as they are the most easily destroyed.

+Continue pounding assets instead of buildings with **Artillery** and Light tanks. When it seems like GDI is struggling on cash or coordination, then is the time to make a drastic move.

+If the GDI team is stuck in their base, and overall there doesn't seem to be too much armour sitting at their entrance, organise a Flame or a **Stank** rush. **Flame tanks** are more likely to work if GDI can't see them coming from the field. Use Stanks if the map is large enough, the shock and awe factor plays a very large roll in keeping GDI from having a solid defence prepared.

+Don't let up too hard on **Artillery** and **Light tank** pressure before a rush. You'll give GDI a chance to react, and it looks mighty suspicious if too many people pull out of the field.

+Try nuking an unrelated building just seconds before a rush is about to occur. This will pull Hotwires away from your building target to disarm the beacon, and this decreases the overall repair rate you'll have to contend with. If they are REALLY camping it up, but aren't being aggressive, consider multiple beacons to get their defences all riled up and out of place.

+If GDI starts repairing too hard during a rush:

*Switch targets to another structure. Stanks and Flames don't have the luxury of the **Med** and **Mammoth's** range, so if you're going to switch targets, do so the moment it really seems hopeless.

*If the building has a door near the MCT (The Ref, Power-plant, AGT), get an infantry unit to hold the doors open and blast the healers. This is kind of difficult with **Flame tanks** and Stanks however, but the concept still applies. This is where letting an **Artillery** or Light tank be included in the rush comes in handy. Arts and Lights are far better at killing engineers grouped in front of MCTs than Flames or Stanks.

As a note, GDI has one less building than **Nod** with an MCT close to the door. The Airstrip tower actually has one of the most vulnerable MCT spots to repair, as it is almost a straight line from the door, and it is an area that can very easily be splash-damaged. On the contrary, the Hand of **Nod** is one of the safest buildings to repair in, as if you stand on the bottom level you are virtually immune to splash from rounds coming through the windows.

S6.36

-Nod Late-Game-

The last 10 minutes or so. You may have taken down most of the GDI base, but now you're just fighting a team desperate to protect their Refinery or decrepit AGT.

+Points should be of concern in the last 10 minutes, as you don't want to have done all of that work and lost because you're team is using ineffective tactics and feeding the enemy points.

+Have **Artillery** pounding when points are too close. Don't over point-whore as you will then create a situation where your enemy is getting rich and may actually be able to fend you off.

+Kill off vehicles and advanced infantry. If they can't be replaced, make them high priority targets. Killing off all Hotwires for instance makes sure GDI is forced to work with a halved repair rate. On the same note, the one **MRLS** or **Mammoth** sitting in the back of GDI's base should be a priority, as it can put a major damper on rush plans.

+Control the crates to reduce your enemy to nothing but free/tier-1 infantry. This obviously goes for both teams.

+Once GDI is down to nothing but free/t-1 infantry, and their vehicles are no longer existent, it's generally best to mass as many **Flame tanks** as possible and run in to create a fiery apocalypse. The reason for Flames instead of Stanks is simply so that you have health to tank c4 as well as can kill infantry easier. Also, flames do ridiculous amounts of damage that free engineers can't keep up with in mass.

+Remember that free infantry are basically APC bait. Exploit it if need be, no matter which side you're on.

+If you only have infantry left, **Nod** is best off with nukes and sniper cover. On top of that, Mendoza rushing is effective if the enemy has no advanced infantry.

+**Nod** can mass rocket soldiers to catch a team off guard and take down a building.

+Advanced infantry vs. free/tier-1 infantry, **Nod** can sometimes get away with mass SBHs to c4 rush. The LCG Blackhand is also an easy way to melt infantry. Just remember to not rush constantly, and when you do rush to use alternate routes from time to time. There's a whole section on that.

S6.37

-General Rules of Warfare as **Nod**-

+Use flanking with tanks. Even without directional armour, it is much harder for enemies to respond if they're being hit from multiple directions. It's also easier to flank with Light tanks than Meds, and obviously **Mammoths**.

+GDI has tighter base layouts than **Nod**. Use this to your advantage by weaving behind buildings for cover, and this is made easier by **Nod**'s vehicles being generally faster.

+1k infantry are a pain, to GDI, but to **Nod** they can be outright detrimental. Light tanks do not fight PICs well at all. It takes just over 7 PIC shots to kill a Light tank, so if 2 take a liking to you, they can kill you in 4 shots each. You might be fast, but they're not likely to miss with a hit-scan weapon.

+**Flame tanks** don't necessarily mean you can't fight in the field. Be smart, sit around corners or behind obstacles to leap out and burn through armour at close range.

+**Stank** rushes actually work well if you give the enemy a bit of room to move out and keep their attention on one side. Run in behind them and burn it all to the ground.

+Always use 'sprint' to outrun engineers trying to C4 your vehicle. This goes for all vehicles ever.

+**Nod**'s general armour group for taking the field should consist of Light tanks and Flame tanks in front while **Artillery** and Technicians sit far back and lob death.

+Don't camp in one spot too long with a mass of tanks. You just end up Airstrike bait, facing several PICs, and eventually getting stalemated right where you are. Try to find inventive spots to move to. If there's no AGT try moving into GDI's base and running around with Light tanks to just cause havoc.

-While tanks are better for holding the field, that's not to say 3 Raveshaws can't be more effective at eating Meds. Actually, I'd suggest **Nod** to use more infantry, as GDI's tanks are very large targets that don't close gaps or run away very fast.

+Use air strikes to cover rushes. Call them in on groups of infantry, or right where enemy vehicles might be congregating. GDI's vehicles are particularly bad at getting out of the way.

S6.371

-The Tunnels-

Contrary to some popular beliefs, the tunnels are actually very important. The field is always technically the more important fight, but the tunnels definitely should not be neglected. The tunnels are, however, a bit less complicated than the field. For **Nod**, the tunnels are phenomenal avenues when base defences are down.

+Rule 1: Good snipers own the tunnels. Simply put, welcome to Renegade. However, if you want to counter snipers while **Nod** in the tunnel, your best bets are the Officer, Chem Trooper and the Laser Chaingun BH. All of them are cheaper than a Mendoza, and both of them are also capable of letting you output quite a lot of damage without needing to have good aim.

+Rule 2: You can spare a few mines in the tunnels if it becomes a huge problem. Don't waste all of your mines on the tunnels, as that leaves buildings open to infantry.

+Rule 3: Never completely neglect the tunnels. This is how **Nod** has buildings spontaneously combust. Hotwires are real, and many of us are quite capable of sneaking just fine without Stealth soldiers.

+Rule 4: If GDI leaves the tunnels quiet, take the opportunity to Infantry rush. So long as the field isn't completely screwed over, try to organise an Engineer, Chem-trooper, LCG or Mendoza rush to quickly punish GDI for leaving the tunnels wide open.

+Rule 5: Remember, the AGT is a bitch to deal with, but she isn't perfect. You can infantry rush under the AGT's gaze. Stay somewhat spread out to avoid the rocket splash damage, and use higher tier characters in the back so they can tank the gun damage. Additionally, clever usage of smoke grenades can lead entire rushes safely through the line-of-sight of the tower of death.

+Rule 6: Suiciding with free infantry clears mines in tunnels faster than disarming them in many cases. That, or use a higher tier character to set them off slowly, and heal them as they take damage. If you're rich and desperate, use EMP grenades.

+Rule 7: The tunnels generally dump out into the perfect flanking spots to kill engineers behind tanks in the field. Take the tunnels, and suddenly you can turn the tide of battle in the field.

+Rule 8: Mendoza rushes **HURT**.

+Rule 9: If the tunnels are surprisingly empty, they make great avenues for SBHs to walk through. Just remember that SBHs are more visible when sprinting, so consider that before you come flying out of the tunnel exit.

S6.38

-Map Specific Considerations for **Nod**-

S6.381

-Walls-

+The tunnel entrance in front of your base should be constantly checked. It is the easiest way into **Nod**'s base, and many a Hotwire has used it to make the Hand of **Nod** a useless hunk of concrete and steel.

+Always watch out for Orcas dropping off Hotwires/infantry off onto the sides of the wall. These are very easy spots to hide and wait in, so they're an absolute boon for infiltrators.

+Hold the plateau. It makes for a great spot for snipers to cover beacons in the enemy base. It also allows Apaches to use it to repair safely. A few Raveshaws on the plateau also makes for a hard counter to any tank on the ground.

+SBHs can usually get in easily on lesser GDI teams, however it is imperative to note that infantry can see SBHs for the entire length of the base entrance, ESPECIALLY IF YOU'RE SPRINTING. The shadow cast under the entrance makes it very easy to see the stealth effect.

+**Stank** rushing on Walls is nigh impossible, however I've seen it work. When it worked, it took out everything.

+Consider the size of the base entrance before rushing on Walls. Try to split rushes up on both sides so that you can enter without a fluster cuck.

+Remember that the roof of all GDI buildings is very exposed from the plateau. Plant on the roof and snipers are basically guaranteed to be able to cover them.

S6.382

-Islands-

+Whoever is winning in the field on Islands can usually win the game, assuming they're smart and somewhat coordinated. Keep GDI in their base and you can bombard the Refinery from a relatively safe position.

+The water on Islands blends in very well with the stealth effect. Stick to the edge of the water as SBHs and Stanks.

+The Airstrip is very easy to attack on Islands. An ion beacon can be placed right near the edge of the strip, and that beacon can be guarded from the field by tanks. Keep it in mind before letting seemingly harmless **Humvees** rush into the base.

+Don't whore the Refinery too much, as Islands is already a high-Eco map. Try to hit the Harvester when you get the chance.

S6.383

-Lakeside-

+Control your silo and preferably theirs as well. Control the Eco and you basically win Lakeside.

+Apache rushes are easy to pull off on the Barracks from the infantry path. On the contrary, GDI can Orca rush the HON without even coming over the the rocks.

+Your first priority should be getting rid of the gun towers in GDIs base. This opens up stealth options.

+**Stealth tank** rushes are very easy to pull on this map, there's a lot of space and not too often is it that GDI checks the river running behind the War Factory.

S6.384

-Goldrush- (Beta 4)

+Infantry rush the Barracks bridge as soon as you can. Before it is mined, the Barracks is literally wide open.

+Be aware that GDI can infantry rush over the bridge, and lone infiltrators can jump into the river to avoid the Obelisk. Using the river, GDI can gain access to the Air-tower, and sneakier units can even make it to the Power-plant. In short, mine the bridge and make sure to check it frequently.

+Attack the Harvester if you use the side path. It is easy to overlook on this map, but the Harvester is actually very vulnerable in the Tiberium fields.

+The centre of the field is quite cluttered, this makes it rather good for being dominated by **Flame tanks**.

+**Artillery** and Technicians are particularly powerful at the lengthy choke point in front of the GDI base. You can hit the Refinery and the AGT safely from the front of their base. If GDI doesn't flank from the other side, their units are easy targets funneling into the valley.

+So long as you hold the field, be sure to take hold of the silo. It was only implemented in beta 4, so plenty of players have a tendency to forget it even exists on this map now.

+The path that leads behind the GDI Weapons Factory (far left of their front entrance) is a well traveled infiltration path. Even so, many teams forget about it, and as a result, Weapon's Factories and Power-plants have a tendency to explode. You can also plant a very dastardly nuke behind the Power-plant if you use the river. [\[picture\]](#)

+Rocket soldiers can safely hit the guard tower behind the Barracks if they stand in the sniper tower next to the bridge. Aside from the mines on the bridge' killing off the guard tower allows infantry free reign over the back of GDI's base.

S6.385

-Field- (Beta 4)

+Control the silo from the beginning. Keep the Harvester alive and **Nod** can afford Techs and **Artillery** earlier than GDI can get Meds. This is huge, as **Artillery** and Technicians can beat most any amount of **MRLS** GDI puts on the field. Lock them in their base and have free reign to rush at will.

+Be sure you exploit the sniper ledges overlooking the front of the base. A few Rocket soldiers on top of it are capable of at least pushing back a large GDI force camping the front. On the same token, leaving a sniper up here also helps in countering GDI using their ledge.

+Mine the front door of the Refinery. It is the worst oversight a **Nod** team can have. It only takes two-non-1k infantry to

make it to the Refinery from the tunnel entrance. A group of 5 engineers from GDI can wipe the building out basically for free if there's nothing to stop them. With smoke grenades GDI has an even easier time making it into the Refinery.

+The AGT is annoying and powerful, but **Nod** can infantry rush it from the tunnels with about 5 engineers. Let there be space between the front guy and the rest of the group. This prevents too much splash damage. On the same subject, a well placed smoke grenade from the tunnel entrance closest to the AGT is enough to help you make it all the way up to the tower without it being able to retaliate.

+If GDI is dumb enough to leave the tunnel open in the late game, punish the barracks with a Mendoza rush. 5 at the very least, 10 recommended.

+Surprisingly, a Rocket soldier rush behind the cover of smoke in the tunnels is very capable of destroying the Weapons Factory

+Using smoke, or clever usage of the sandbags for cover, it is very easy for Nod units to run into the Barracks. With smoke, they can make it to the Weapon's Factory by going behind the Barracks.

+Light tanks can take easy cover behind the small hill in front of GDI's base. Their low profile makes them perfect for ducking in and out between shots.

S6.386

-Mesa II-(Beta 4)

+Control the Refinery side with **Artillery**, this allows whoring of the Refinery, AGT and even the Barracks. Beyond that, this keeps GDI off of your own buildings.

+From the middle infantry area, it is now possible to rush easily into the GDI Power-plant. With some very sensitive and difficult practice, you can even make it around the Weapons Factory without using smoke. With smoke it is much easier however.

+Somebody should always be on the Tib-silo side to spot incoming tank rushes.

+If you ride the edge of the side field, Stanks can remain quite well hidden.

+If it looks clear, remember that a **Buggy** is actually able to make it from the long field to behind the War factory without dying to the AGT.

+If you hold the side, be sure to destroy the GDI harvester. Mesa isn't a very high **economy** map, but holding the silo and controlling the Tiberium is still a major advantage.

S6.387

-Whiteout-(Beta 4)

+The stealth effect is nigh invisible on Whiteout...exploit at your leisure.

+**Artillery** can fire from the top of the hill without exposing themselves. Owning the hill as **Nod** is basically the end of the game for GDI.

+Contrary to the above bullet, GDI is very dangerous if they control the top of the hill, as MRLS can put out a massive amount of damage to the Hand of Nod and other buildings, while Meds and Mammoths can form a nigh unstoppable barricade with Hotwires sitting at angles too steep to actually hit.

+CONTROL THE HILL, if that was not obvious already.

+Artillery should prioritise killing off the turrets in the GDI base to open up stealth options to Nod.

+Be sure to check the infantry path behind the Airstrip often, and pay attention when you hear the Nod turrets begin firing at what seems like nothing.

+A single Technician can run into the Weapons Factory from the infantry path behind it. The guard tower is somewhat blocked by the staircase.

S6.388

-Volcano-

+The [\[Chem rush through the tib field\]](#) is a classic on this map. Get enough and it can completely change the game from the start.

+Rocket soldiers can hit the GDI War factory right from the bunker on the bridge side.

+The tunnel bunkers overlooking the GDI base can be used to orchestrate Mendoza and LCG rushes on the Refinery.

+Infantry rushes are quite effective on this map due to the closeness of buildings to the tunnel exits.

S6.389

-XMountain-

+WATCH THE HARV-WALK FROM GDI. It is extremely easy for a sole GDI Hotwire to make it to the Refinery by merely

sticking themselves to the back of the Harvester.

+The silo should be Nod's first target. Using the infantry path to make it there allows collection of crates AND spotting of any early game infantry rushes.

+If your team is up for it, Chem rushing straight into the front entrance of GDI's base (use the field, or jump off of the infantry path at the bridge) can net an early game kill on the Weapons Factory.

+Stealth units can quite easily avoid GDI units on this map, use it to your advantage, especially with the wide open entrance to the GDI base.

+The lumpy nature of the field on this map grants Light tanks a very distinct advantage in being able to exploit their low profile to run in and out of cover quicker than Meds/Mammoths.

+Nod's Artillery can hit the GDI Weapons Factory from as far away as the Tiberium silo. This stands true for Rocket soldiers as well. [\[Image\]](#)

S6.38a

-Complex-

+Taking the silo early on is of greater economy advantage on this map than bothering to go find the Harvester and destroy it. This map makes use of the same Harvester system as Islands, with the Harvester only moving a few feet from the Refinery.

+If a major portion of the team appears to be rushing for the silo initially, grab 1 or two others to rush through the tunnel and exit at the Barracks-side tunnel of the GDI base. From there Nod has a pretty sneaky route along the edge of the GDI base around to the Refinery.

+Nod can also make use of the tree cover to rush from the silo to the Weapons factory or Refinery AFTER taking the silo.

+This is one of the greatest maps to make use of Flame tanks. The tight corners allow you to easily come out of scenic nowhere, and the fact that there are three separate paths in the field allow one to flank entire columns of GDI tanks that attempt to cluster on one side and bombard.

+The ridiculous amount of free space and forest around the GDI base is an absolute horror to try and accurately defend against stealth. Hiding as an SBH is more or less done for you on this map, so make good use of it.

+Usage of the many tunnel exits makes harassing enemy tanks very easy on this map. One or two Raveshaws constantly

popping in and out of tunnel exits can easily force Mediums and Mammoths to have to retreat or re-focus their fire.

S6.38b

-Canyon-

+Chem rushing the tunnels seems like a halfway decent venture, but be warned that more often than not, a horde of GDI will be sitting there camping the exit to their tunnel.

+Use the tunnels to jump down and capture the silo. Alternatively, using an Officer/Rifleman to cover the silo from the field tunnel exits is a game-changer very early on.

+Control the tunnels on this map; they may be rather complex, but they're of extreme strategic advantage. Not only can Nod usually run SBHs straight through the tunnel, but if their base becomes camped by GDI tanks the field exits make for great flanking positions against enemies at the doorstep.

+Always remember that the Harvester tunnel is a definitive advantage for GDI IF YOU LET IT HAPPEN. A single flame tank sitting around the corner when it is believed that GDI might try to run a tank into the Harvester tunnel can more or less put all of their plans on hold.

+If GDI is camping the front extremely hard, consider flame-rushing from the Harvester tunnel. Often times even a lone Flame tank can make it behind GDI lines and destroy at least one tank with pure shock-and-awe.

+Standing on top of the entrance to the Harvester tunnel is possibly one of the best defensive spots for infantry on this map. From on top of the entrance, you can fire at tanks easily, and your only fear is a lucky head-shot by armoured foes.

[Image Coming]

+There are an exceptional number of hiding spots for SBHs/infiltrators inside the GDI base. The many bunkers and ramps are usually even dark enough to conceal Technicians until their name is displayed.

+Pressure with Artillery and Flame tanks is key on this map. Light tanks are usually a worse choice due to the flat, small nature of the field. Of course, Light tanks CAN be used effectively if they duck in and out of cover near the Tiberium field.

+If the field looks stalemated, and the team has people to spare, Mendoza/Rocket Soldier rushing through the tunnels and using the bunker behind the GDI Refinery can net some very positive results.

+If GDI is repairing their front right in front of the Nod Airstrip, try using the tunnel field exits (the vantage points that overlook the field) to snipe unwary Hotwires. Tanks may begin firing in your direction, but the more that fire at a sniper, the less are firing at Nod's base.

S6.38c

-Under-

+Under can more or less be treated the same as Field on most accounts. Get tanks, push out to the enemy's doorstep and hold it there. Perhaps you could rush, but it's not necessary in All-Out-War, and it may also not be in Marathon either.

+Just like Field, the front entrance to GDI's base has a sharp enough corner that a single Flame tank with repairs can easily hold back most GDI tanks from exiting their base. It at least makes most think twice before trying to leave.

+Always have a small group of infantry watching the silo and the tunnels, as it is VERY easy for GDI to access the Power plant, Obelisk, Hand of Nod, AND the Airstrip on this map.

+Getting into GDI's Power-plant takes a few tries to get right without smoke, but once you have it you can access it very easy, apart from mines. It only takes hiding behind the rock at the bottom of their tunnel exit, then moving to the metal barrier, then making a B-line to the back of the Power-plant, sometimes using the edge of the Power plant to block the AGT rocket, but often the rocket won't even fire.

+MINE THE AIRSTRIP. GDI has very easy access to the Airstrip from the upper infantry path leading in/out of Nod's base.

+Getting 5-6 rocket soldiers or Raveshaws on top of the ridge overlooking the Nod base (using the infantry path) is more or less capable of annihilating any GDI threat that is camped outside the base.. [\[Image Coming\]](#)

+A group of Light tanks, a Flame tank, and a group of Artillery with Techs can basically win this every single time for Nod. Just don't slack off and get pushed back.

S7

Renegade Psychology 101

Probably the last thing that needs to be discussed is playing with the enemy's mind. Renegade is a special case in that matter, as it plays very RTS-like in the fact that unit choices and positioning are key factors in determining what strategies and tactics will be necessary to defeat the enemy. The main factors present in Renegade would be Attention, Mass, Unit Composition, and Morale.

S7.1

Attention

Possibly the greatest cause of spontaneous combustion in a base. Attention focuses on just that, where is the enemy going to be looking for you to come from? This can go hand-in-hand with Mass, but it differs in many ways.

S7.11

-Infiltration/Infantry rushing-

+Infiltration and Infantry rushing are possibly the biggest reasons to play with your enemy's attention.

+If several dozen attempts to sneak through the tunnel have been caught and foiled then there's a good chance that at least one or two people from the opposing team are going to be hanging around waiting for more people to come through the tunnel. This applies even more so if your team has been trying the same tunnel exit repeatedly.

+After 3 rushes/infiltration attempts through the same avenue, it is highly likely that somebody will be there to greet you for the next 5-10 minutes. However, this is exploitable.

*If it is just you or a small group trying to access the enemy base, try the same route 3 or four times just to get the enemy comfortable with the fact that this is where they need to defend. If you can convince even 1 or 2 to camp the same spot, you've officially taken that one person out of the game due to paranoia.

-3- is the magic number here. 3 cheap, likely-to-fail rushes will gain attention and generally cause at least one defender to focus their attention on the area. For instance, 3 free engineer rushes on the AGT on Field would likely have most GDI concerned with keeping the AGT tunnel entrance on lock down. That means most of their forces would be near the front of their base, and a Mendoza rush to the Barracks suddenly may completely be too quick and devastating to respond to fast enough.

*On the same note, try to get everybody out of the tunnels before a large infantry rush. People go where the fight is; if you only defend outside the tunnel exits and never give a fight in them, then it is very likely the enemy won't pay much attention to the tunnels due to boredom. 10-15 minutes with no tunnel fights, and you're unlikely to run into resistance when you decide to rush through the tunnels, and you're more unlikely to have them even respond to the rush.

*On another note, if the the field needs help, consider pressuring the tunnels A LOT. The more you can take away from the field, the easier it will be to take it back over.

+Time your infantry rushes and Infiltrations during heavy fighting in the field or in a base.

*On maps with base defences, **Nod** can run SBH's into GDI's base if the AGT is distracted shooting at tanks. Use this to your advantage to slip behind the War factory, or rush into the front of the Refinery.

*The more distracted the enemy, the less likely they are to notice a small group, or single soldier going off in a random direction.

*Make sure you choose a direction away from all the fighting. If there's a tank rush running through the right side of the base, try to get on the left side and do work. Don't draw attention to yourself, and it's likely most enemy forces will be too concerned with the armour in their base to care about a lone infantry unit. Exploit that.

S7.12

-Vehicle Rushing-

If your team is coordinated, it's easy to organise a rush. Therein lies a problem however: everyone's willing to rush, but what makes now a good time to do so, and from where.

+If you're planning on rushing, think about how to get the enemy as out of position as possible. Have a smaller group of vehicles all targeting one building, be situated on one side of the map, and primarily just around to look menacing. This is difficult on Field, but maps with multiple areas of field to fight on are better for it. Keep the enemy contending with attacks on the right side, then out of scenic nowhere rush wholeheartedly from the left. Bonuses for silently rushing from the side and not opening fire until you absolutely have to.

+Don't necessarily show your rush in your base. Keep units hidden from enemy sight, just in case they're peeking in. It is much less likely you will see heavy resistance if you pull a shock and awe maneuver.

+This is **HUGE**: There are only 3 reasons to attack a building *EVER* from the outside.

1 Your team needs points/money (The very beginning of the game counts as needing money). If you absolutely need points, or they're broke, then go ahead and fire at a building.

2 You have sufficient mass to kill said building with the vehicles around you. Sufficient mass is something along the lines of 5 **Artillery**, or a force of 7+ mixed units.

3 You're providing a distraction for another rush.

The reason for this is actually more of a psychological one than just a game mechanics issue. Just like players are generally just drawn to fights, and most players are going to be playing to the situation. If you give your enemy no reason to have 5 Technicians lying around ready to repair at a moment's notice, then you have nothing stopping you when you suddenly decide to focus down a building.

+The simple rule is: people don't do things until it looks like they'll have to do them. If you don't give a team a reason to repair buildings, it's unlikely that they'll be prepared when the time comes to do so.

S7.2

Mass

Again, this goes hand in hand with attention, but they are different enough to warrant their own sections. Mass is more focused on vehicles and infantry and where they are mostly located.

+Winning the game is based very much on making the enemy be where you want them to be.

+Evaluate where the greatest portion of the enemy's forces are before deciding to rush. The more mass of forces are located in a particular area, the more likely that small masses can wreak havoc in other areas due to lack of resistance.

+You can force your enemy into an area quite easily by 'giving' territory. Teams are going to go where the fight is, so if you convince them that you're 'attempting' to take the field then they are going to be massing vehicles to stop it. This starts a fight, yet the real intention here is not to take the field and lock them in their base. The intention is to get them to focus on allotting the majority of their forces to field warfare, leaving the tunnels wide open to a large infantry rush.

+People will often over respond to a situation. Exploit this fact: 3 Light tanks, 2 **Artillery** and 2 Technicians make up 7 people. This force actually looks imposing in the field, and it can be mistaken for something of greater potential threat than it's really capable of. This can cause teams to shift gears and devote a majority of their forces to the field when in reality this force needs very little response to actually contend with.

+If an enemy is outright assaulting from one side and the other is open, expect there to be almost nothing standing in your way on the opposing side. Remember, people have a tendency to migrate to where the fight is. If you're attempting to rush, exploit this by going wherever the fight is not.

S7.3

Unit Composition

Finally we come to possibly the most RTS-like quality Renegade can offer. This is a fairly simple concept that can have loads of consequences and rewards if used correctly.

-Make your enemy do what you want them to do

+Think about when you start seeing Havocs/Sakuras really entering the game. You see them a little bit when there's just a normal ground war going on, but you don't see them in mass until aircraft hit the field. This sometimes also happens after light vehicles become a nuisance.

+Exploit the spamming concept. See how your enemy responds to certain units overall. If they seem to spam 1k snipers whenever aircraft are on the field, spam the ungodly hell out of aircraft to make as many of them get 1k snipers as possible. Play defensively and keep the aircraft alive until you've noticed an extensive amount of snipers on the field.

+Consistently infantry rush to also force the enemy to buy more snipers than necessary. Keep infantry as the main component in the field (PICs, Havocs, 500 snipers) to make your enemy more unwilling to filter vehicles into the field.

+While bombarding a base is probably the worst way to get anything done, it does force engineers to be spawned on the opposing team. It also focuses these engineers to one building of your choosing.

+If your enemy is composed now of nothing but snipers and anti infantry, now is the time to spontaneously throw away whatever you have and vehicle rush. Havocs don't kill **Flame tanks** or Stanks, and Sakuras are powerless against a few Meds and **Mammoths**.

+If your enemy is all about heavy weapons to counter tanks now, grab a dozen infantry and load up into a transport coff--helicopter and airdrop onto their base. If there is no air, then just rush with infantry on the ground on infantry paths.

Moral of the story: Make your enemy do what you want them to.

S7.4

Morale

This is possibly the easiest way to beat a team. If you can eat at their ability to even coordinate and think coherently, then you have basically won the game. Breaking down morale is quite easy.

-Harass their Eco

+You require credits to do anything spectacular in Renegade. Decimate the enemy harvester regularly, snipe 1k characters the moment they walk out of their base, and make your enemy scared to leave their base with anything more than a free infantry.

+If you manage to make the enemy actually whine about being broke, you've done your job well.

-Frustrate them to all hell

+Snipe everything that isn't a free infantry.

+The moment anyone walks out of doorways, snipe them to make them freaked out to even leave buildings.

+**Humvee/Buggy** rush and don't go for any buildings. Bring a technician and simply do loops around the base, run over expensive infantry and run away to repair when necessary. The point is not to ever leave their base. Be ever present and annoy the hell out of the enemy.

+Give the tunnels nothing to fight, or fight very unorthodox-like in the tunnels (C4s, Gunners, explosives...etc). This has a tendency to frustrate snipers when they're too busy having to deal with splash damage.

S8

Creative Tactics

Renegade is a game that rewards creativity to the fullest degree, and several new additions/accidental additions allow for a greater degree of creativity than OldRen ever did.

S8.1

"Physics"

I use the term loosely, as I've never seen a 4 ton land vehicle be the same after an 80 ton hunk of steel landed on top of it. For the sake of RenX though, these are the more creative (and actually useful) ways you can exploit the new...'physics'.

-Ground Vehicle Surfing by Infantry-

Probably one of the first things discovered, ground vehicle surfing got some mixed reviews, but overall I'm fairly certain it's around to stay. There's actually a lot it can add to the game when used correctly.

S8.111

-APC Battle-Platforms-

In Battlefield there are several vehicles that allow infantry to shoot their weapons out of them, yet we don't have that functionality in Renegade, and honestly it doesn't ever need to see the light of day (MAYBE for transport helicopters). However, with the UDK's weird physics engine, we now have the ability to put infantry in and ON an APC. They're still vulnerable to splash damage, but if the APC driver plays their cards right, they can be the most devastating weapon on the field. 3-5 infantry can sit and crouch atop an APC, and so long as they don't move too much they can ride along just fine.

Team-Independent:

+PICs/Railguns on an APC. Sure, it's expensive, but truly stop and think about the main thing that stops PICs from stopping vehicles. It's vehicle's ability to run away before they die. Throw 4 PICs atop an APC and you now have an Obelisk that is extremely mobile, can fire over vehicles, and if the splash damage gets too heavy, the PICs can just jump in the APC and go refill.

+Mobius/Mendoza on an APC. This one's the most high-risk high-reward. The driver for the APC has to get close to allow Mobius to do damage, however having 4 Mobius' on top means that 320DPS can now melt vehicles AND sprint at the same time.

+Rocket Soldiers on APCs. This one is a bit of a mixed bag, but it is a lot cheaper than the others. This basically allows for **Nod** to circumvent not having a cheap AA vehicle, and GDI can have a better AA/AT vehicle just by using a little cooperation. 4 rocket soldiers on an APC have more range than an **MRLS**, can travel much faster, and if all 4 focus fire they can down aircraft in 2 volleys. Couple that with being able to output 300 armour damage with a full hit, and you actually have a cheap anti-armour platform that's faster than any tank in the game on top of having nearly infinite

range.

+Havoc/Sakura squad on APCs: This requires the infantry on top to be decent shots, and is a little too specific to be much of any use outside of anti-air and anti-light armour. However, when it comes to AA and destroying light vehicles, this is an amazing combo. You can chase down air vehicles thanks to the APC's speed, and if the snipers on top can aim while moving then you're capable of kiting air vehicles and **Artillery** as well. If you know a group that wants to completely wipe the skies clean of air vehicles, then this is likely the best, if not most expensive choice. Actually, between 5 people, it isn't even that expensive. You can basically think of this tactic as the closest thing to the General's Quad-Cannon that we're ever going to get.

GDI-Specific:

+Gunners on an APC. Throw Gunners on top of an APC and you basically have a mobile Gunner rush. You can only fit about 4-5 comfortably, so it's not the most effectively tactic, but it will allow the Gunners just enough extra elevation to shoot over obstacles they originally couldn't. If you want to push it, you can drive slowly and try to fit 6 on the roof. That's still enough to down a building in two magazines.

+Patches on an APC. Remember how talked up Patch rushes were at some point on this guide? Well, here it comes again. 1 Patch is perfectly capable of dishing out 48 DPS to vehicles when perfectly aiming. 4 Patches can dish out 192 DPS. Factor this in with the fact that Patch has greater range than the Volt rifle, and his weapon has some large, psychologically disturbing tracers, and you've got a weapon to strike fear into virtually all enemies. Add in the mobility of the APC, and now it's a terrifying weapon that's difficult to hit at range, and can run before it dies.

-Nod-Specific:

+LCG Blackhands on APCs: These work much the same as Patch except for some noticeable differences. For one, their weapon does less DPS than Patch's. Secondly, and most important of all, their projectile is instantaneous, meaning if you can aim at it, you will hit it. 4 of these firing upon one target accounts for about 160 DPS, and if you can continue moving whilst pulling off that damage, you can successfully down most GDI vehicles in no time. As an added bonus, the LCG is phenomenal against infantry.

+SBHs on APCs: Their weapons aren't nearly as impressive against vehicles as the LCG, and having a smaller magazine makes them better suited for hit-and-run maneuvers than anything else. On the bright side, nobody will know there's anything amiss until everyone starts firing.

S8.112

-Humvee/Buggy battle platforms-

+While they don't have the armour required to tank damage, or the space to fit more than 1 or 2 passengers comfortably on top, the **Humvee** (and to a lesser extent the **Buggy**), can be used much the same as an APC battle-

platform.

+Faster speeds make these good hit-and-run variants of the APC variants.

+The 50 .cal gun alone can cancel out 3/4 of a Technician's repair rate on light vehicles, allowing infantry on top to virtually be able to ignore the repair rate against vehicles they attack.

+On the down side, **Humvees**/Buggies only hold 1 passenger. If you have 2 half-dead infantry on your roof, only one can survive.

S8.113

-Tank Repair Drones (GDI)-

+The Technician classes can already repair tanks quite easily, but GDI's can take advantage of the shape of their tanks to allow Hotwires to ride safely on the back of tanks whilst repairing.

+Crouching down on the back of the Med or Mammoth allows them to continue moving forward at full speed if necessary.

+Thanks to the size of GDI's two Main tanks, you can sit comfortably far back enough to avoid most splash damage from the front whilst repairing. Unfortunately, splash damage from the sides and air are still an issue.

S8.12

-Air-Vehicle Surfing-

You now take 10 damage-per-second while standing atop active air vehicles. This means that it is not possible to do any of these tactics for a prolonged period of time, but you still have time for a quick ride of need be.

S8.121

-Orca/Apache Surfing- [nigh obsolete]

This is notorious enough not to even have to talk about. I'll run down a few good combinations anyway. It is imperative to note that infantry on small aircraft do take extensive splash damage however.

+Techs/Engineers on aircraft: Possibly rated one of the most annoying tactics in game, a Technician class on an airframe makes it virtually impossible to defeat without extensive fire. The repair rate is rather insane vs. most AA weapons, though several well-placed missiles does do in the infantry on top.

+Rocket soldier on aircraft: Rocket soldiers are decent Anti-air in RenX, though firing from the ground means they can have aircraft targets duck behind high objects to block incoming missiles. So comes the rocket soldier on top of the an Orca/Apache. Dogfighting between aircraft comes down to short range bursts of high damage usually. With a rocket soldier around however, aircraft can have their little passenger pick away at an incoming target's health long before they are in range of aircraft weapons. This also allows for picking off of half-dead opponents that try to flee.

+PICs/Ravs on aircraft: PICs are a devastating force to being with, but on top of an airframe they aid in a variety of ways. They can pick off other airframes from greater distance than aircraft weapons helping to soften targets before their pilot moves in for the kill, or they can melt fleeing targets once they are below a quarter of their health. On top of this, PICs are able to aid in anti ground vehicle operations, as they work very much the same as aircraft in terms of firepower: lots of damage in a short time, but quite a delay between shots.

+Havocs/Sakuras on aircraft: If you literally can not dogfight to save your life, get a 1k sniper to stand on your airframe and watch every other aircraft pull a quick 180 the moment they spot you. 1k snipers can pick away over half of an aircraft's health, and if the craft literally can not break line of sight then they are as good as dead. Couple this with now having an instant projectile with infinite range, and the skies are more or less yours.

+Volt Rifles on Aircraft: Volt rifles are fairly short-ranged; aircraft are fairly short ranged. Volt rifles can take out ALL of an aircraft's health in one magazine. If your pilot is able to keep you safe from rocket barrages and splash damage, you together literally have a time to kill vs. other aircraft that is faster than they can turn around a run for the hills. You also do not have to have perfect aim with the volt rifle, as you would with one-shot weapons. Because of how quickly they get rid of their damaging ammo, Volt rifles also make for very powerful strafing runs vs. ground targets, allowing aircraft to get in, do their damage and get out.

+**LCG Blackhands** have more range than the Volt-rifle, allowing them to engage targets well out of range of the aircraft that is being stood upon. Though the damage-Per-Second is not quite as impressive, they are still VERY effective vs. aircraft.

S8.122

-Flying Coffin Surfing (Transport Helicopter surfing)- **[nigh obsolete]**

Oh, Trannies might kind of suck at their main job, but their large backside, ability to fly, and ability to carry people actually makes them the successor to the APC in **TWO** ways now. Unfortunately, now that damage is applied to those surfing on vehicles, most of these are only short-term tactics.

-The Flying Battleship-

+Like APCs, the Tranny can carry infantry on top of itself. There are a few differences however. The Tranny is longer and can hold more people on its roof, but very abrupt motions by the pilot can throw people off. However...it can FLY. On that note however, the Tranny needs to turn perpendicular to the target that infantry want to fire at for maximum

effect.

+Anti-Air Battleships

*4+ Rocket soldiers on top of a transport have infinite range, a locking projectile, and can be flown to maximum height so that their threat range is outright ridiculous. On a map like Walls or Whiteout, this means you can create a AAM site in your base, and make the plateau a no-fly zone whilst still inside your base.

*4+ Havocs/Sakuras can also be used if your team has money. At max height over a base, 4 Havocs can turn the entire visible map into a no-fly zone, thanks to an instant projectile with basically infinite range. It's not a SAM site, it's something much much worse.

+Anti-Vehicle Battleships: Have an armour problem? Look no further than creating a flying tank destroyer.

Team-independent:

*4-6 rocket soldiers are outright devastating to vehicles and aircraft on foot. Allow them to be capable of flight, and suddenly any and all tanks on the enemy team are just a few annoying shots away from death. Couple this with helicopters being able to fly over a tank turret's threat range, and you have a recipe for disaster.

*5 PICS\Ravs on a Transport helicopter is the the equivalent of a giant flying Obelisk, except for the fact that they shoot faster, AND do more damage. While PICs don't have the infinite range of rockets, they do have enough range for the chopper to fly high enough to avoid a good chunk of ground fire. Couple this with 5 PICs delving out 425 damage every 3 or so seconds, and it becomes clear that this battleship can clear the field of **Artillery** and heavy tanks with ease. It's also not half bad at warding off incoming aircraft, assuming the PICs can aim.

*Volt Rifles are a mixed review for battleships. On one hand, the damage that 5 or 6 can output is utterly game-breaking, able to melt Meds and **Flame tanks** in only about 2 seconds. There is however, the problem with range, and the Volt rifle's short range forces it to bring the helicopter into dangerously low airspace.

GDI:

*Gunnars are decent anti-vehicle from the skies, raining down rockets with reckless abandon. Honestly he is better saved for the next class of flying battleship.

*Patch makes for quite an anti-matter battleship, though his slow projectiles make aiming difficult if lots of movement is involved. However, if performing hit and runs with stopping along the way, he is able to perform phenomenally at destroying vehicles, thanks to 5 of him being able to output enough DPS to kill vehicles in mere seconds.

Nod:

*LCG Black hands have quite an advantage here. They might have lower DPS than Patch, but they also have a projectile that is instant and much easier to aim.

*SBHs are not prime for their vehicle killing abilities, but there is a WTF factor involved with a seemingly normal Transport chopper suddenly firing a hail of lasers. They aren't exactly bad at destroying vehicles when there are about 5 of them, but other infantry are just better at it.

+Anti-structure Battleships

Team-Independent:

+6 Rocket soldiers on top of a Tranny. This spells death to all aircraft, most vehicles and can be a real pain in the ass against structures. They do significant damage, and it is most important to note that they can exploit the flying abilities of the aircraft to target an enemy base from just about anywhere they can see it on the map.

+Mobius/Mendoza runs require you to get close, but the damage offered is quite possibly the best in game. 6 of them on top of a flying coffin is capable of delving out 60% to a building in 5 seconds, whilst still continuing to fly by. These would be good hit-and-run base destroyers if Transports weren't huge, fat and too slow to survive close range fire fights.

GDI:

+You knew it was coming. The Gunner rush from on top of a Chinook helicopter. This is likely the most overpowered tactic GDI could ever pull, but only if a good half of a team commits to it. Flying to maximum height in many maps allows line of sight to much of the enemy base, especially since Nod has the Hand of Nod with its huge handy target. Have 6 Gunners on one chopper, line up a shot from an awkward place on the map, then watch Nod freak out as they're Gunner rushed above the silo on Whiteout, or the Alstrip side of Walls, or even just having their Refinery hit from the field on Lakeside.

Nod:

+In all honesty, the LCG Black hand isn't too much special against buildings. He's worth a try, but Nod is better off using Mendozas or rocket soldiers for anti-structure battleships.

S8.123

-Vehicle Stacking-

Believe it or not, vehicle stacking is actually more of a waste of time than anything else in most cases. It's almost pointless for Nod, and for GDI it can usually be passed off as just something silly. However, there are actually some beneficial combinations on GDI. Nod sadly doesn't have the Mammoth, so many of its vehicle stacks are more counter-productive than anything else.

-Mammoth Stacks- (The Overlord)

On many maps, throwing vehicles on top of a Mammoth is outright stupid and pointless aside from just doing it to do it. On the other hand, I've actually proven several combinations effective because they actually **HELP** a lot with one of GDI's main issue on smaller maps.

-MRLS on top of Mammoth

+For the sheer sake of being able to turn the Mammoth into an Anti Air powerhouse, this combination has a small hint of utility. It is however, quite terrible, as the MRLS's light armour will make it very difficult to keep alive against the heavy weapons thrown at a Mammoth, even with repairs.

-Med on a Mammoth

+In all my time playing this was the one TRULY beneficial combination GDI had when it came to vehicles stacking.

+The Medium tank is narrow enough to sit in between the Mammoth's missile launchers as not to block them (unless the Mammoth has to fire too far sideways.)

+A Medium tank has enough heavy armour to not be utterly decimated by enemy fire, ESPECIALLY if Hotwire support is smart enough to repair both tanks.

+Most important of all is the fact that this combination solves a glaring issue with GDI on small maps. It is very difficult for Meds and Mammoths to share the field when space is limited. Stacking them atop one another actually allows your team to squeeze more armour into a tighter area, which leads to the last point.

+The Med and the Mammoth create the most generic 'I can beat anything on the ground' unit in the game. The Medium tank puts out 64 damage to armour per hit, while a Mammoth's two round burst puts up 128 damage when it connects. With missiles this tallies up to a good 290+ damage from a unit that only takes up the footprint of a single Mammoth. Factor in that the Med reloads a good half-second before the Mammoth, and the damage output of these two units together is actually quite impressive.

S8.2

Parachutes

Parachutes were something new that honestly no one really complained about, and it's unlikely that anyone will unless they see anything below used. It seems simple enough as a mechanic, right up until you let a malicious mind have at it and turn the parachute into a new art of war. They messed up the moment they let you shoot while gliding.

S8.21

-Parachute rushing from Transport helicopters-

Once more the flying coffin has a purpose. If the enemy team isn't extremely sniper heavy you can pull off some very neat stunts to kill off enemy bases.

S8.22

Parachute Gunner Rushing

*2 Transport helicopters filled with Gunners can fly at nearly max height over an enemy base, then Para drop said Gunners over a building of their choosing.

*Gunner's can shoot while parachuting, meaning that a group of 6-8 can rain down fire from the sky at increasingly close range, and they need but get the 1st magazine off before hitting the ground, the second can come after landing.

*Parachuting makes you exceptionally difficult to target, meaning it won't be hard to get your rockets off so long as you have hang time.

*Gunner's range means that he can switch targets mid-air at any moment.

S8.23

-Mobius/Mendoza parachute rushing-

*8 Mendozas or Mobius falling from the sky is more or less the lightning apocalypse.

*Once in range of a building, the whole of the group can knock off 80% of a building's health in seconds while still airborne. If you're lucky you can also reload before hitting the ground, allowing a potential building kill before you ever touch the ground.

*If the pilots have Volt-Rifles as well, they can sacrifice the transports and hop out as well. 10 flying Volt rifles kill any building they want in 5 seconds.

*Tall structures like the a Refinery and **Hand of Nod** are most susceptible.

S8.24

-Engineer Parachute Bombing-

*Remember hearing about how C4 on the outside of a building is deadly? Right, how about C4 dropped from the sky?

*Watch where you throw C4 while parachuting down. If it lands on spots where no one could EVER disarm it, it is a definite kick-able offense.

*8 Engineers can drop 80% worth of timed C4 damage on top of any building they float over. Drop both remotes to get an instant 80% from remotes alone.

*5 Techs/Hotwires parachuting from the sky can lay enough timed C4 on a building to kill it from the outside.

*Nod's Airstrip is particularly vulnerable to this, as putting C4 anywhere on the strip is enough to cause damage.

S8.3

C4 and Infantry

Most of these are synonymous with tactics from OldRen, but using C4 in really inventive ways can actually lead to forcing people out of the tunnel, or breaking sieges.

S8.31

-Proximity Vest-

+See of the mine-limit is clear enough before doing this.

+Toss 10 or so proximity mines on somebody (preferably on their back to avoid some weird glitches).

+Send said proximity-laden guy into the tunnel with the sprint button.

+Watch rage ensue.

S9

Miscellaneous

Likely TBC

Attachment 1

Smoke Grenades

Smoke Grenades were added at the release of beta 4, and as of this guide I have not seen them used

to their full potential by most teams. However, after some extensive play, I have seen them used effectively by a handful of teams and individuals. These players (myself included of course) have shown that when used correctly, smoke grenades can be a VERY powerful tool for multiple reasons.

Attachment 1.1

What are they and what do they do?

Something that I noticed right off the bat is that most players don't even know what smoke grenades are or what they do. This is the basic run down of their traits.

+Smoke grenades are available in the 'Weapons' menu for 100 credits and replace timed C4/grenades on -most- infantry.

+S-grenades do NOT replace timed C4 on Hotwires/Technicians

+When thrown, the grenade sticks to the ground (it does not bounce) and creates a rather large cloud of smoke that obscures those behind and in it.

+Base defenses can not see through this cloud... because reasons.

+Enemies can not target, highlight or spot you through the smoke, meaning they must fire blindly at you.

+Being unable to target you means that enemies DO NOT KNOW YOUR HEALTH.

Attachment 1.2

Situations to Use Smoke Grenades

Smoke Grenades are an underexploited tool, especially in that they only cost 100c. They make excellent additions to most infantry rushes, and can even be exploited for vehicle rushing when used correctly. More specifically:

+Smoke grenades are useful for rushing out of any tunnel that is under the gaze of base defenses, as they won't be able to see you.

+Whenever doing a Gunner/Mendoza/Rocket rush, or any rush that involves simply attempting to destroy a building from the outside, throwing a smoke grenade (or 2) in front of those in the group to obscure them keeps the enemy from accurately firing back at them, as well as making sure that the enemy will have no idea what they are going to find behind that wall of smoke when they rush through it.

+For vehicle rushes, having one or more people throw out smoke at the corner that the vehicles rushing will have to turn around will keep base defenses off of them for just that much longer. This also has the same effect as with infantry rushes, being that it will be harder for enemies behind the smoke to focus fire effectively.

+Smoke removes the ability to target beacons which grants the following advantages: They can not Q-spot it; they can not see how much time is left on the countdown; they are less likely to be aware of enemy vehicles and other general chaos that is covering the beacon.

+Inside of buildings smoke creates an absolute hellish atmosphere. Enemies aren't targetable, and worst of all C4 is not targetable, meaning engineers will have no idea if they are disarming it or not, on top of not knowing how long is left.

Attachment 2

Countering Proximity Mines

One of the complaints brought up by newer players tends to revolve around how impassable proximity mines appear to be by anything that isn't an Engineer class. On the complete contrary however, knowing just a little bit about how mines work can help a lot in making them seem like more of a deterrent than an impassable obstacle.

Attachment 2.1

The Proximity Mine

Damage(full): 80 + 8 burn damage

Cost: 350 for a Hotwire/Tech then free to refill

Limit: Depends on the server and map

Proximity range: Roughly 3-4ft

From those statistics, a group of 3 proximity mines destroys a free soldier at full health with only 3 mines, and that is true... if you detonate them foolishly.

Attachment 2.2

Decreasing Mine Damage

There are only 2 factors you need to know to reduce the damage done by proximity mines:

1. How far away you are when it detonates:

+Use the ALT key to walk into mines, or alternatively use 'crouch' to approach them as slowly as possible. Actually, use both of those keys simultaneously to approach them in the most creepy, slow-motion manner the game has to offer.

+Detonating mines at the very edge of their blast radius reduces their damage from the full 80+8 to as little as -60+ damage. This can allow even a free soldier to survive three mines and continue on. It also helps protect you from receiving the burn damage.

2. Put something in between you and the mines

+Especially relating to mines placed in doors, if you hug to the wall by the doorway and very slowly move closer and closer to the door, you can set off mines that are set too close to the doorway.

+Mines set off at their max blast radius through a wall or other large object can have their damage reduced to an outright pitiful -30+, and have a tendency not to even register burn damage.

+This method allows even a single free soldier a chance to make it into a building that has 5 mines at the door, though it is unlikely they will be able to detonate the middle-most mine from behind the safety of the wall.

+If you are a Hotwire, placing your own proximity mines over the mines in a doorway reduced the damage the mines do when exploding. This also acts as assurance that nobody will walk in behind you.

+If the enemy mines are stacked on top of one another, their damage is drastically reduced. You can exploit this even further if you detonate a stack of mines through a wall.

Attachment 2.3

EMP Grenades vs. Mines

Beta4+ includes the ability for EMP Grenades to mass disable mines overtime. This can be a great asset, however it does have its own pros and cons.

PRO:

+EMP Grenades can be carried by any unit, giving them mine-breaking capabilities.

+The EMP field is fairly large, allowing a large number of mines to be disarmed simultaneously

+EMP Grenades disarm mines completely in 9 seconds. This is a major game-changer, as it already takes a Hotwire/Tech 5 seconds to disarm a single mine.

+EMP grenades can often disarm floating/glitched mines

+Grenades (smoke and EMP) do not replace any weapons on Hotwires/Technicians, meaning they can carry these tools and still be just as dangerous towards buildings.

CON:

-EMP Grenades cause 'building under attack' messages, though this can be countered by shooting another building with your sidearm (except the silenced pistol) first, giving the enemy an erroneous message.

-The EMP field is a VERY noticeable effect, taking away any semblance of stealth from afar. If the enemy so much as glances in your direction, they WILL see that big blue glow.

-Damage over time can be a bit slow when you know the enemy is actively patrolling their base. This can be aided if you use a repair gun on top of disarming the mines, thereby increasing the rate at which the one you're disarming disappears, and always having the mines in front of you disarming at a slower pace.

Attachment 3

Spies

Obtaining a spy is as easy as picking up a crate and getting lucky enough to be given one. When the Barracks/Hand of Nod are destroyed, the likelihood of being given a spy crate increases by a server-set margin.

Spy crates can exist in any crate, ranging from those in the tunnels to even those in the field.

Attachment 3.1

What is a Spy?

Spies are one of the more unique crates, and their usage is mostly for infiltration on the grounds that they have some interesting characteristics:

- +Base defenses (The Obelisk, AGT, and turrets) do not fire at spies, allowing them to walk through defended bases with no concern from automated towers.
- +You are given a character class of the opposing team, visually making you look like you belong on their team.
- +The target-box that an enemy receives from moving their crosshairs over you shows up as green to them, indicating that you are a friendly.

HOWEVER

- The enemy's crosshairs do turn red still whenever they are placed over you. This is a bit more subtle than the targeting box, so in high-action situations it is less likely to be noticed.
 - When you get close (around 20-30ft) to an enemy, your name still shows up in the same color, giving away your identity.
-

Attachment 3.2

Using Spies

There are often several complaints about spies being seemingly useless due to the fact that the off-colour name is a dead giveaway the moment you get close to anyone. On the other hand, spies are just one of the many resources in Renegade that require a little bit of thinking WELL outside the box. The more creative, and outright devious, you are, the easier using a spy will be for you.

- +Stay far away from enemies for as long as you possibly can. Obviously you're not going to want to put yourself into harm's way until you know that there is a high percentage of being able to slip by.
- +The front of the enemy base is often a very good place to enter, as it provides more space than the tunnels, allowing you to stay further away from enemy units, thus concealing your very obvious name-tag.
- +High-action areas (e.g the front of a base) are your best bet for slipping by unnoticed. Wait for large tank fights to break out, then run into a base BACKWARDS to draw as little attention as possible.
- +If there is a large fight going on, remain facing backward (or towards your own forces) whilst you're in line of sight of enemies. You're trying to be as unassuming as possible, which isn't the case if you look like you're completely ignoring that massive battle going on at the front of the base.

+If it comes down to it, you can find a decent hiding spot while you wait to find a position to plant a beacon. Be sure you coordinate planting with your team however.