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Subject: Counters? New units.

Posted by [Anonymous](#) on Thu, 04 Jul 2002 16:10:00 GMT

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"Apart from that, Renegade needs no alterations to be a better game, with the exception of a possible patch to reduce the lag(and make mammoths able to run over recons)."Yeah, Mammies should be able to run over most Nod vehicles. In TD, Mammies could only run over Recon Bikes, but scale should allow for Mammies to crush the following vehicles:1)Nod Buggies2)Nod Light Tanks3)Nod Stealth TanksYeah, those should be crushable. GDI make big units so they can't really be crushed unless you have the assistance of a ramp. Since the Nod units are all fast (comparative to the Mammy) this is fair, and would discourage tanks from getting too close.P.S.I don't know how to do that quote thing, so that's why I didn't do it.

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