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Subject: Attempts for adding new strategies in renegade  
Posted by [Cypher195](#) on Sat, 16 Oct 2004 14:17:41 GMT  
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Ok now another strategy:

3rd strategy: I call it : R.I.P. "Rapid Infantry pwnage"

prerequisites:5 people with PIC/Rail gun , an APC

best used when: if an enemy tanks tries to go "solo" to your base.(especially an APC rush)

This strategy presumes your team is very cooperative, now get an APC, you and 4 other people get Rail gun or PIC (Personal Ion Cannon), All of you get into the APC and go to the field, let one of you be a commander,now once you see an enemy tank in the field wait for the commander to tell you to "Get out of the vehicle", all of you get out of the vehicle at the same time and fire one shot from your weapon to the enemy tank, PIC/Rail gun does 80 damage per shot (if I remember right) and  $80 \times 5 = 400$  damage in one shot (the same damage as a timed c4), now after you fire your shot immediatly get back in the APC for cover, your weapon wil reload even if you are in the APC,wait for the commander to tell you again to "Get out of the vehicle", and repeat the same process,the tank will be quickly destroyed that way (unless if it isn't alone).

All strategies have their flaws, you know... :

1- 1000\$ isnt easily obtained by everyone.

2- you'll need a very cooperative team (and that's rare IMO)

3- other flaws I haven't yet noticed.

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