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Subject: WF is of course far more worse

Posted by [jsival](#) on Sun, 04 May 2003 10:34:56 GMT

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I have played Renegade more than a year and it's far more worse when you lose the WF. Especially in maps with base defences. TANKS will give you the power the team need and also the points. Infantry can be easily killed by the advanced tank driver. And tanks are far more difficult to destroy. In maps without base defences the Hand of NOD would be of course a great loss to NOD because of the technicians and the sthblack hands who will place beacons in the GDI base. But in games with base defences you will be doomed if the WF or AS is destroyed.

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