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Subject: Re: I need anti-tactics

Posted by [Genesis2001](#) on Thu, 26 Apr 2007 14:39:03 GMT

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IronBalls wrote on Fri, 30 March 2007 15:36 Be very aggressive in Renegade or it is hard to survive!

This means having the balls to go after an enemy when you're out numbered.

IronBalls wrote on Fri, 30 March 2007 15:36- If there are frequent engineer rushes early on, upgrade to Shotgunner and guard your base...guard crucial buildings so when the engi's come, you can blow their heads off.

Practice your aim, I believe a quick jump up will blow their head right off.

IronBalls wrote on Fri, 30 March 2007 15:36- Mine INSIDE THE DOORS of buildings as soon as you can. This is a MUST to successful defense of the base.

What I do is mine the sides of the doors (on the walls) that way an engi/hottie/techie can't sit outside the building and disarm them.

IronBalls wrote on Fri, 30 March 2007 15:36- If your harvester is getting attacked, get a Humvee/Buggy to protect it early on. The enemy attacks your Harvester to bump up their score, get credits and deny you the funds. So it is important you defend it and get the initial cash flowing.

Not much to say on this...

IronBalls wrote on Fri, 30 March 2007 15:36- The MLRS can be dangerous but it is like a paper cup. I laugh when this machine come my way because I usually kill it. Even the basic 500 credit sniper (Black Hand or Dead Eye) can damage the MLRS to a point that the driver gets discouraged and backs off. Press the attack and destroy the vehicle.

Again, not much to say...

IronBalls wrote on Fri, 30 March 2007 15:36- Since you like the Sydney with the Portable Ion Cannon very much, you can guard you can kill the enemy harvester this way. You can also defend your base against enemy vehicles with this character. PIC's are excellent

IronBalls wrote on Fri, 30 March 2007 15:36 But the key to it all is aggressiveness. Also choose the faction you are most comfortable with and develop your skills from there!

Happy Renegading!

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