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Subject: Re: Renegade is great but what do you hate about it?

Posted by [TD](#) on Mon, 14 May 2007 10:37:23 GMT

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If you cannot kill PIC's and Raveshaw's with your tanks, you should consider improving your aim.

Nod's stealth and speed abilities compensate with the armor and firepower of GDI. You may as well whine about Nod not having a tank equal to the med tank. Each tank has it's own ups and downs. As for infantry, GDI has a gunner, Nod has an SBH. One has firepower, one is stealthy. If Nod didn't have SBH anyway, then GDI would just chill down and roll a joint on maps like Walls, not worrying about sbh nukes.

As for the sniper, if you buy that in clanwars of a size of for example 2v2 3v3, you cannot repair the tank that you are in, but you can damage their flying vehicle faster. And you also pay 1000 for it. It's kinda compensated. And who cares if your Buggy of 300 loses against a Havoc that costs 1000 anyway.

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