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

Posted by [Caveman](#) on Mon, 14 May 2007 11:49:41 GMT

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As it has been stated already, the game was made like this for a reason. GDI Has the fire-power (Mammy's, gunners, etc..) (Yes I know in general mammys suck because they're slow and just free points) while nod has the stealth shit going down. What I can't understand about the game is GDI have shit tanks for tank against tank. IE: MRLS will get eaten alive by a Arty. 9/10 The light tank (With the right driver) will beat a med.

Even against buildings Nod is better off. Med does 5 round per bar while all of Nods tanks do more with the exception of the light which does 6. An arty will out kill a base before a mrls. A stank/flamer will out kill a base before a med. The only thing that can't be beaten is a mammy but you have to get to there base first.

Edit:

Off-Topic. Viking, you do like to make more then 3 threads per day don't you

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