
Subject: Re: a general strategy post
Posted by [sadukar09](#) on Fri, 01 Jun 2007 19:32:29 GMT
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IronBalls wrote on Fri, 01 June 2007 08:30I cannot agree more with Maiden's post. It is absolutely frustrating to see people in the public servers without even the basic skills. The most depressing thing is, there are so many of them that they compromise the strategy of the good players.

It proves that there are so many people who have recently bought Renegade or they have not spent much time playing it.

To me for example, the thing that makes me angry is this: people doing something in-game that they are not really good at. Why buy a Med tank when you don't even know how to drive backwards? Why buy a tank when you don't understand the concept of splash damage? But yet, they insist on doing what they want and in the end manage to compromise the overall team strategy.

Take for example the stank. As you said, the average stank driver's only concern is a rush...it depresses me to see that is all they can understand. The stank is a great weapon but it has its limitations. But if the field was to be controlled, stanks can be used effectively to kill every enemy vehicle.

Years of playing Renegade without missing a day have taught me many things. there are simple concepts that most stank drivers don't understand:

> The element of surprise: they are invisible...so why not use that to your advantage and get behind that Med or Mammoth tank and then attack it? Yet, they insist on attacking the Med head on and get killed.

There were times when I could only wish I had a like-minded stank driver with me in a two-man team...using surprise and speed to control the field but I can only wish.

But this strategy, as Puddle says, will definitely work in clans. But in public servers? Nope...unless there are enough skilled players.

meds really dont matter if u drive backwards or frontwards...its like 5mm shorter...plus u turn slower. but lights are another story...
