
Subject: Re: C&C Renegade

Posted by [R3N3G1DE](#) on Sat, 07 Jul 2007 03:32:06 GMT

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GDI Vehicles

Armored Personnel Carrier (APC)

The Armored Personnel Carrier (APC) transports and protects up to five troops heading to and from battle locations. It carries a mounted M-60 machinegun.

Harvester

This armor plated vehicle seeks out and scoops up raw Tiberium, then transports it to refineries for processing. It is slow and unwieldy and will need to be protected. It's good points are that it can take a beating before being destroyed and it is proficient at crushing infantry.

Hum-Vee

An aggressive attack vehicle refined by GDI engineers, the Hum-vee is armed with a machine gun mount, making it perfect for routing infantry or taking out lightly armored targets. Its lack of armor makes it highly vulnerable to explosive weaponry, however, so "creative" driving may be required.

Mammoth Tank

The Mammoth Tank is the most powerful vehicle in the game. Armed with dual 120mm cannons and Mammoth Tusk Missiles, this giant is a very versatile attack unit. These weapons help compensate for its lack of speed and mobility.

Medium Tank

From its single barrel, the Medium Tank fires armor-piercing shells. It is faster, heavier and more destructive than Nod's Light Tank. This is one of the best all around vehicles in the game.

Mobile Rocket Launch System (MRLS)

Mobile devastation. GDI's longest range attacker fires 227mm rockets and is effective against just about everything, including aerial threats. With no short range fighting ability, this unit needs close quarter backup.

Orca

The Orca was designed to combat the Brotherhood of Nod's Apache chopper. This vertical takeoff and landing (VTOL) craft carries five salvos of TOW rockets.

Transport Helicopter

Originally designed for quick, efficient field deployment, the Transport Helicopter provides transport for infantry.
