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Subject: Re: "Don't repair those tanks!"

Posted by [Starbuzz](#) on Sat, 01 Mar 2008 18:18:05 GMT

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Ripintou wrote on Sat, 01 March 2008 11:12: However, Keeping a vehicle or building alive at the cost of giving the enemy points can work in your teams disadvantage. You must know the map and sacrifice certain buildings in certain maps or vehicles in certain positions for the benefit of the game.

Woah...I never heard that before! Tell me, which building is worth sacrificing? It does not matter what building you lose in Renegade, you will be severely crippled in one form or the other.

Unless ofcourse you are in the very end of winning and 100% certain of a win.

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