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Subject: What's worse? losing barracks or wf?

Posted by [Jaspah](#) on Wed, 23 Jul 2003 17:08:31 GMT

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coolmantdArKz3rOcoolmant u arent too bright are u :rolleyes: ? almost everyone above has said that a rush of tanks would quickly be chewed up by pics or ravs, and i agree. Besides, who would rush with mammys and give the enemy all those points...? your best bet on a base defence map when u lose wf or air is to point whore on the other teams rushes and try for a win by points

Not too bright? I have been playing this game for as long as its been out, so 2 years (I don't remember.) Anyways, I am smart enough to know that vehicles are what make Renegade the game that it is. So think next time before you post. :rolleyes: Also, why do you think vehicle rushes work in Renegade? I will run you over in my tank if I see you ingame. BTW, how do you expect to attack someone's base if they have base DEFENSES? Do you think that your 1000 point character can take out an AGT or Obolisk? NO WAY. :rolleyes:

Maybe a organized group of GDI could make it to Obelisk, But, AGT... :rolleyes:

As for my opinion, Both structures are equally good.

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