
Subject: Tanks vs Characters

Posted by [AngelFaN](#) on Sat, 18 Apr 2009 21:47:15 GMT

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What do you choose to buy?

Do you buy a tank, or a character.

Subject: Re: Tanks vs Characters

Posted by [Pyr0man1c](#) on Sat, 18 Apr 2009 22:03:35 GMT

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both

Subject: Re: Tanks vs Characters

Posted by [ArtyWh0re](#) on Sun, 19 Apr 2009 10:15:58 GMT

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Depends what mood im in and what map it is.

Of course in all Westwood maps having a tank is more valuable than a character when there is not many people in game.

Subject: Re: Tanks vs Characters

Posted by [Tupolev TU-95 Bear](#) on Sun, 19 Apr 2009 13:13:02 GMT

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me GDI : mobius mammoth

nod: stank raveshaw

Subject: Re: Tanks vs Characters

Posted by [ArtyWh0re](#) on Sun, 19 Apr 2009 17:22:35 GMT

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On some maps Nod can get an early lead by destroying a building like the Refinery. After that they can camp with loads of Raveshaws and some snipers and they would win.

The GDI tanks would get raped by the Ravs

Subject: Re: Tanks vs Characters

Posted by [rockstar256](#) on Sun, 19 Apr 2009 17:54:16 GMT

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I get ndgi and arty and whore gdi base for whole game until my face melts..

Subject: Re: Tanks vs Characters

Posted by [ArtyWh0re](#) on Mon, 20 Apr 2009 15:59:17 GMT

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rockstar256 wrote on Sun, 19 April 2009 13:54I get ndgi and arty and whore gdi base for whole game until my face melts..

yes, thats what 99.9 % of people who play Ren do.

Subject: Re: Tanks vs Characters

Posted by [rockstar256](#) on Mon, 20 Apr 2009 17:55:01 GMT

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m00nLiTe wrote on Mon, 20 April 2009 10:59rockstar256 wrote on Sun, 19 April 2009 13:54I get ndgi and arty and whore gdi base for whole game until my face melts..

yes, thats what 99.9 % of people who play Ren do.

Thats the point of it.

Subject: Re: Tanks vs Characters

Posted by [ErroR](#) on Mon, 20 Apr 2009 18:18:08 GMT

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rockstar256 wrote on Mon, 20 April 2009 20:55m00nLiTe wrote on Mon, 20 April 2009 10:59rockstar256 wrote on Sun, 19 April 2009 13:54I get ndgi and arty and whore gdi base for whole game until my face melts..

yes, thats what 99.9 % of people who play Ren do.

Thats the point of it.

unless ur gdi, then u get whored

Subject: Re: Tanks vs Characters

Posted by [Lone0001](#) on Mon, 20 Apr 2009 22:00:19 GMT

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Or instead of taking it you get a havoc and pwn the tech(if there's one repairing the arty) and the arty.

Subject: Re: Tanks vs Characters
Posted by [ErroR](#) on Tue, 21 Apr 2009 09:11:12 GMT
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Lone0001 wrote on Tue, 21 April 2009 01:00Or instead of taking it you get a havoc and pwn the tech(if there's one repairing the arty) and the arty.
or you get a proto and fuck it double havoc is useless against other tanks

Subject: Re: Tanks vs Characters
Posted by [rockstar256](#) on Tue, 21 Apr 2009 09:42:36 GMT
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ErroR wrote on Tue, 21 April 2009 04:11Lone0001 wrote on Tue, 21 April 2009 01:00Or instead of taking it you get a havoc and pwn the tech(if there's one repairing the arty) and the arty.
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Againts hum/buggie and aircrafts that annoys your tanks the most.

Subject: Re: Tanks vs Characters
Posted by [SSADMVR](#) on Tue, 21 Apr 2009 11:19:12 GMT
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rockstar256 wrote on Mon, 20 April 2009 12:55m00nLiTe wrote on Mon, 20 April 2009 10:59rockstar256 wrote on Sun, 19 April 2009 13:54I get ndgi and arty and whore gdi base for whole game until my face melts..
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Subject: Re: Tanks vs Characters
Posted by [rockstar256](#) on Tue, 21 Apr 2009 19:20:10 GMT
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SSADMVR wrote on Tue, 21 April 2009 06:19rockstar256 wrote on Mon, 20 April 2009 12:55m00nLiTe wrote on Mon, 20 April 2009 10:59rockstar256 wrote on Sun, 19 April 2009 13:54I get ndgi and arty and whore gdi base for whole game until my face melts..
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If you play n00bstories,n00bles,jelly etc.

i played few tiems these servers and seen that all the time.

i was ironic about that, i know what really renegade is for most of us here

Subject: Re: Tanks vs Characters

Posted by [ErroR](#) on Tue, 21 Apr 2009 22:16:44 GMT

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rockstar256 wrote on Tue, 21 April 2009 12:42
ErroR wrote on Tue, 21 April 2009 04:11
Lone0001 wrote on Tue, 21 April 2009 01:00
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indeed but stanks, and flames, meds and apcs.. well no dmg

Subject: Re: Tanks vs Characters

Posted by [ArtyWh0re](#) on Fri, 24 Apr 2009 21:20:48 GMT

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rockstar256 wrote on Tue, 21 April 2009 15:20
SSADMVR wrote on Tue, 21 April 2009 06:19
rockstar256 wrote on Mon, 20 April 2009 12:55
m00nLiTe wrote on Mon, 20 April 2009 10:59
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Yes, thats the main reason why many people get bored of the low standards of Renegade including myself. Makes me wonder why I spend as much time as i do playing it.

Subject: Re: Tanks vs Characters

Posted by [-Xv-](#) on Sun, 26 Apr 2009 12:51:13 GMT

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Because the game is awesome even with lamers.

Subject: Re: Tanks vs Characters

Posted by [RTsa](#) on Wed, 29 Apr 2009 06:39:59 GMT

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m00nLiTe wrote on Sat, 25 April 2009 00:20
rockstar256 wrote on Tue, 21 April 2009 15:20
SSADMVR wrote on Tue, 21 April 2009 06:19
rockstar256 wrote on Mon, 20 April 2009 12:55
m00nLiTe wrote on Mon, 20 April 2009 10:59
rockstar256 wrote on Sun, 19 April 2009 13:54
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Probably because it feels good to win those arty campers.

Though it's not true that they only use arts. Half the Nod team is usually standing around with SBHs and picking off lone critical health characters.

Subject: Re: Tanks vs Characters

Posted by [Matt](#) on Wed, 06 May 2009 00:10:22 GMT

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i rilly try to kill i just randomly shoot and die but when i try i dominate with like sniper!
