
Subject: About taking damage
Posted by [Anonymous](#) on Sat, 04 Jan 2003 03:09:00 GMT
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why is it, that in the original C&C no-one cared if half their army got destroyed in an attack, but in Renegade, players are affraid to just attack. they always back up and crash into others

Subject: About taking damage
Posted by [Anonymous](#) on Sat, 04 Jan 2003 11:13:00 GMT
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Renegade is an FPS, Command and Conquer is an RTS... RTS: many units, FPS: you are inside the battlefield. They are afraid to die... n00bs, is the word to define them...

Subject: About taking damage
Posted by [Anonymous](#) on Sat, 04 Jan 2003 11:49:00 GMT
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i hate it wen every1 is going to "attack" and i am stuck behind them, there not moving, and i end up pushing them forwards!

Subject: About taking damage
Posted by [Anonymous](#) on Sat, 04 Jan 2003 17:01:00 GMT
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not to mention leaving the base behind...

Subject: About taking damage
Posted by [Anonymous](#) on Wed, 08 Jan 2003 04:44:00 GMT
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I hate when ya got like 6 flamers on the field i yell lets rush ppl say YEA i rush in and like only one other and sometimes none rush in what IDIOTS

Subject: About taking damage
Posted by [Anonymous](#) on Wed, 08 Jan 2003 10:52:00 GMT
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Most smart players know to back off when they are taking too much damage. Doesn't make them n00bs, it makes you an idiot for getting right behind them and blocking their retreat.

Subject: About taking damage
Posted by [Anonymous](#) on Wed, 08 Jan 2003 13:08:00 GMT
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the thing is, they kept on backing up coz a nod free machiney man was shooting at them?! ARGH!
they were in mammys! [January 08, 2003, 13:15: Message edited by: flashcar1]

Subject: About taking damage
Posted by [Anonymous](#) on Wed, 08 Jan 2003 15:01:00 GMT
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You want to preserve the stuff you buy as much you can.... so you can live to fight another day.....
you should note that the cash is limited and there is only one harv.... where as in the RTS you can
make 5 or 6 to keep a steady cash flow..... you also must take into consideration the 10 tank
limit..... plus people think about their personal stats.....and even if there were a rush who would
use 1000 cred units to rush with in a RTS? people who buy mob's raves powersuits, sakuras,
mendoza's, and Hovocs don't want to rush because it would be a waste of cash..... if they had a
free soldier they'd rush....because they are meant to be rushers.....on RA2 you don't see people
in a serious match rushing with 50 tanya's....Besides rushing is pointless after a certian point..... it
just wastes units and allows the enemy to gain ground while you regroup..... don't fall into the trap
of the moronic endless rusher....

Subject: About taking damage
Posted by [Anonymous](#) on Wed, 08 Jan 2003 18:40:00 GMT
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quote:Originally posted by xBlackopp:why is it, that in the original C&C no-one cared if half their
army got destroyed in an attack, but in Renegade, players are affraid to just attack. they always
back up and crash into others"A single death is a tragedy,A million deaths is a statistic"-Stalin

Subject: About taking damage
Posted by [Anonymous](#) on Sat, 11 Jan 2003 23:20:00 GMT
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Well I always find in a server that even if I lose my tank every single time I attack I can still afford a
new one. It's just about making enough money and lasting enough so that you have enough
money. I have no problems at all with dieing or losing a tank. It's just about doing enough damage
to the enemy.
