
Subject: Ultimate Renegade Strategy Guide!
Posted by [Anonymous](#) on Fri, 09 Aug 2002 17:04:00 GMT

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well... i wouldn't call that guide complete yet:)you said that the black hand sniper has cloaking abilities, for one.also, don't fill anything with bull****. for technicians and hotwires, just say they are the same and be done with it. same with both officers, rocket soldiers, etc.Also, it would be nice if u could cite the differences between ravesaw/PIC Sydney, mendoza/mobius, etc.Oh, and spellcheck its good for the most part, but most of it could use improvement. For example: Havoc/Sakura does 60 damage to choppers, deadeye/black hand sniper do 30. Sydney/Rave do 80 to light tank, stealth tank, med tank, mammoth tank, apc's, etc. And the NOD APC is wider than its GDI counterpart, so ti cant fit through some gaps that the GDI APC can, such as the gaps in City.Keep it up tho
