Original c&c tactics work amazingly well in renegade. For example:1: In c&c, why is it that tanks are so innefective against soldiers? Because they lie prone. The next best thing is to crouch behind some cover. It WORKS. A rocket soldier with a bit of cover can be a major thorn in the side of even a mammoth tank.2: How many times do you send out a single soldier, running around in the open, against three med tanks and two MLRSs? How about sending out just one soldier to send out to attack the enemy base in general? It doesn't work in c&c, and it only works in Renegade when your opponent is doing the same thing. Stick together. Even if you only pair up by waiting at the front of your base for another teammate to follow, your combined offensive power is MUCH better.3: Following on from 2, use the right tools for the job. If you are working with rocket infantry against tanks, give them some cover from infantry as a machinegunner or something. If you're going to snipe, snipe where your infantry are scrapping with enemy infantry (as opposed to where only you wil be able to hit them).4: When your base is under fire from tanks in c&c, what's the first thing you do? You begin repairs, and start getting some rocket soldiers or tanks or other AT hardware in the field, of course. Not even the stupidest commander would start cranking out minigunners. The translation into Renegade is to start repairing the buildings (AT THE MCT, DAMIT) and producing hardware which can remove the threat. If you need the money to buy a rocket launcher, you can easily get it by repairing a building for a bit.5: Do you EVER trust your entire base to a single AGT or Obelisk? Of course not! At the very least you need someone to repair the building.I realise not everyone who's playing the Renegade demo now is a c&c vet (which is a real shame   ) but for those of you who are, the lessons you've already learned will serve you well.[February 23, 2002: Message edited by: SoulSkorpion][February 23, 2002: Message edited by: SoulSkorpion]