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Subject: anti-air weapons nesscary?

Posted by [Anonymous](#) on Sun, 12 May 2002 05:12:00 GMT

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quote:Originally posted by HitmanUltra:According to the game descriptions, the mammoth tank has anti air missiles, there are SAM sites as structures and the advanced guard tower can also shoot air units. But are they really nesscary in C&C mode since you can't really control or buy any air units. Or maybe I'm wrong about the anti air capilities of the mammoth tank? Maybe it will fire its missiles on infantry just like in the first C&C?Don't care about the first C&C...Renegade is a game in itself.Think about this :Renegade is more a battlezone-like (the first one)or a tribes-like than a C&C-like... (i've said "is more" not "is").The anti-air units in renegade are the snipers. And they do the job well The mammoth in renegade is used primarily against building. Oh yes u can shoot on all with i agree but the main goal of the mammoth is to make a good siege (btw i love mammoth rush too, but players are often afraid to lose this 1500 cost unit... )

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