
Subject: Why people drink renegade eating while coffee
Posted by [AlmightyHydra](#) on Sat, 16 Jul 2005 17:12:56 GMT
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Crates I like (i.e. approve of):

- The original ones (+100, +200, refill of ammo) and the new +255 (how random?)
- Health/armour/both refill
- Spy crate (I know it's the "one person blowing up the base" thing but they only get 100/100 health and lose their current character in return for the priviledge)
- Stealth crate
- Death crate

Crates I don't like:

- Point modifications
- De-money crate (subtracts credits)
- Nuclear Bomb
- The one that halves the health of everything on the game (turns it into a temporary "first one to go to a PT and press E-4 gets lots of credits" mess)
- Free vehicles (not only because they drop stupid stuff like the chameleon but also it is too much of a one-way advantage)
- Random character crate (Lost a 1000 sydney turning into a flamethrower, and the obi still shot me. Wonderful.)
- "All the weapons" crate and other super crates

There are probably a few more that I haven't come across yet, but that's my 2p (i live in UK)

Weapon drops are nice. Gives you a reward for your kill (unless team-mate steals it). Though it can get excessive; once I was a sydney with a PIC, 2 auto rifles, shotgun, remote C4, volt auto rifle, grenade launcher and probably something else as well... Having basic engis drop remote C4, but big techs drop repair guns, is a nice balance.

Wrecks appear to get shot by the obelisk or AGT. Hence if the enemy lose a vehicle in your base, it dies no matter what you do. Also the fact that if you stand too close while repairing, when it respawns you die. And there's the "create a 10 medium tank rush" ability... Any chance of getting wrecks to count on vehicle limit (maybe increase limit by 1 or 2) ?

PS. WarZman, learn spelling and grammar FAST. What on earth is this meant to mean?

"Why people let renegade not Renegade"

Hence my post title

AlmightyHydra
