

---

Subject: Re: Renegade is great but what do you hate about it?

Posted by [Memphis](#) on Tue, 15 May 2007 10:54:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

People that spam the radio commands such as 'this building needs repair' then go out as a one man army on some completely futile mission. The building dies because you couldn't quite hold on (one more engineer would have saved it) and of course the whole team are a bunch of fuckwits who should fatally die to death because the building did indeed die. Overuse of MRLS and Artillery when their lack of armour causes them to be repaired more than they are actually attacking. These units can be tactical in certain conditions (quite a few top be honest) but I think they are slightly overused.

I have also seen the loss of a few tactics too. One example is that on some servers you are not allowed to block the harvester. I feel that doing this is actually a good tactic because they have to attack one of your buildings and therefore expose themselves. The same applies for sneaker tactics such as stealing and leaving the enemy tanks in your own base meaning the vehicle limit will cut down on the size of tanks they can hit and rush you with.

---