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Subject: Small Renegade annoyances

Posted by [Anlesauk](#) on Fri, 07 Mar 2003 18:31:04 GMT

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DriftHow about 2 Hotties in 2 Med Tanks, 1 tank dies and instead of fixing the other tank, that guy goes running after the Mob Art that is being fixed and is way to far out of c4 range. It just backs up off if not a winning situation.

Or better yet, same senario and when the one tank gets destroyed, the hottie runs back to the base to get another tanks while you're left holding the field. By the time he gets his little tank, the field is lost, you are dead, and the enemy is at your gates pounding on the WF.

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