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Subject: Re: What do ou think about counter-system in Renegade?

Posted by [Newbie](#) on Sun, 16 May 2010 09:14:33 GMT

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To the topic (my personal opinion) I think :

- Anti tank counter armor
- armor counter anti personnel
- anti personel counter anti tank

Anti tank include: PICs, rail guns, flame throwers, rocket launchers

Armor includes : Med, Lights, flamers, Mammys

Anti Personnel includes : Ramjets, Sniper rifles

Note that I havent included some units because they are very verstile like

MRLS, arty (anti personnel can counter, but itself can counter armor when supported)

mobius, medoza(some where between anti armor and anti personnel)

orca, apache(anti personnel and anti armor but countered by anti air like ramjets)

Engineers (support unit, very little offense unless close range)

Some of the basic infantry is just useless unless in opening (grenadiers, rifle men, rocket officer, chain gun officer etc)

However this is my personel opinion!

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