
Subject: Worthless units

Posted by [Anonymous](#) on Tue, 09 Apr 2002 20:48:00 GMT

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lench: I wish I could. What I can't stand is that this stuff is so basic. You don't have to have military tactics training to figure it out. I mean, WTF kind of people are playing this game? Mental patients and twelve year olds? For the most part RTS players are rather intelligent, and you can TELL a f'ing n00b to a seasoned C&C player just by looking at their style of play. I mean, blame my overzealousness on the fact that I think tactically instead of like a frigging Rambo who thinks his mammoth is somehow going to change the course of the battle. If I had my way, I'd BAN Mammoths and Stealth Tanks on my server just to force people to be smarter with their investments. Hell, I sacrificed a medium tank tonight to get a harvester down to less than one health tick in by getting in its line of fire against the three artillery who were pounding the hell out of the mammoths 1) mercilessly getting the sh1t blown out of them, 2) were blocking the path any fool who has played the map more than once should know is the harvester lane, and 3) didn't realize that tank rounds don't have the same ****ed range as the artillery. Seriously, Renegade should come with a book of basic battlefield tactics...not that anyone would actually read it, since it seems to be SO hard to take the manual out of the jewel case to research things such as beacon disarmament and why driving a buggy into a Ob/AGT-defended base ISN'T a good idea.
