
Subject: Ignorance in life is bliss, in Renegade its death.

Posted by [TheTrueArcane626](#) on Wed, 07 May 2003 03:01:23 GMT

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I can not agree with StoneRook enough about how important it is to work as a team. Who cares if your tank or MRLS or ARTY gets waxed by the enemy, come to expect it. If thier are friendlies there on the field with you fight to the death to help them.

Each role outlined is pretty much how the game runs and it is importnat to have at least one of each of the last two. Those lone wolves have a habit of saving the Tank Rushers when thier rides go Boom.

Overall though two things should be added.

First another class. The Beacon rushers. Yes, these are the elite few as either SBH/Mendoza's for Nod or Patches/Moby's for GDI that give thier lives and a healthy chunk of change to bring those long lasting games to a close. These are the folks that make the difference in close games and take as much skill to use as a Sniper or effienct tank pilot.

Secondly, KNOW WHATS IMPORTANT. I can't count all the times some \$500-\$1000 unit screams thier head off jamming the comm to "REPAIR BUILDING" when they could easily switch class to do so themselves. Listen, if you know that the difference between keeping a building online is simply one quick Techie/Hottie switch and take the loss. Chances are in the long run it will pay off in both cash and points.

As always, I and any truly skilled wait eagerly for the 20th.

Long live the Republic. :twisted:
