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Subject: Re: I need anti-tactics

Posted by [Crusader](#) on Fri, 30 Mar 2007 21:36:25 GMT

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Be very aggressive in Renegade or it is hard to survive!

- If there are frequent engineer rushes early on, upgrade to Shotgunner and guard your base...guard crucial buildings so when the engi's come, you can blow their heads off.

- Mine INSIDE THE DOORS of buildings as soon as you can. This is a MUST to successful defense of the base.

- If your harvester is getting attacked, get a Humvee/Buggy to protect it early on. The enemy attacks your Harvester to bump up their score, get credits and deny you the funds. So it is important you defend it and get the initial cash flowing.

- The MLRS can be dangerous but it is like a paper cup. I laugh when this machine come my way because I usually kill it. Even the basic 500 credit sniper (Black Hand or Dead Eye) can damage the MLRS to a point that the driver gets discouraged and backs off. Press the attack and destroy the vehicle.

-Since you like the Sydney with the Portable Ion Cannon very much, you can guard you can kill the enemy harvester this way. You can also defend your base against enemy vehicles with this character.

But the key to it all is aggressiveness. Also choose the faction you are most comfortable with and develop your skills from there!

Happy Renegading!

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