Subject: Small Renegade annoyances
Posted by Drift on Fri, 07 Mar 2003 18:17:14 GMT
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How 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 anyhow and <<boink>> he's dead and your hung out to dry. It could have been at least a stand off if not a winning situation.

Or you're in a Mod Art and there are 2 Meds and a Mammy pounding at your door. You can't even pull out unless you have a few techs behind you, but everyone else wants to be a sniper or a stealth blk hnd. Or better yet, some fool is organizing an APC rush (he's got 2 people onboard already) and they can't even make it out the front door because of the freaking tanks pounding your base. Your Harvester hasn't made it back to the base in 10 trips, but there goes a stank trying to sneak right through the path of the enemy fire. I only know of 1 way to get rid of that many tanks and its not with snipers or a stank or a couple flame tanks.