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Subject: Re: Why people let renegade not Renegade

Posted by [Lijitsu](#) on Tue, 19 Jul 2005 01:56:29 GMT

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It adds strategy, but it also gets rid of strategy. See, it adds a different type of strategy, while decreasing the old type.

The old type consists of mostly "How can we get past the opposing teams forces to their base and kill it?" while the new one consists mainly of "Who has what weapon, and how can i exploit them to get it away from them?"

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