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Subject: Re: Disabled Buildings

Posted by [Dethdeath](#) on Mon, 30 Jan 2006 12:45:10 GMT

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If the Power Plant comes online 3 minutes after starting the game then your 30 seconds basic soldier rush isn't going to work unless it is timed perfectly, attacking a dead/disabled building won't do anything.

With less buildings enabled at the start of the game, the base will obviously be a lot easier to defend, so you wouldn't need the high class characters.

These features may all seem nice, but I doubt that's the case for most of the Renegade community. Hell, some players don't even like it when a map starts out with 0 starting credits.

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