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Subject: Re: Opinion piece of sorts - "1v1 doesn't prove skill"

Posted by [w0dka](#) on Wed, 26 Sep 2007 15:34:51 GMT

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1on1? Renegade isn't balanced for this stuff. Some Maps are impossible to win with base destruction. And because you can't watch a whole base alone AND attack it's pretty much luck.

Forexample a beacon is practicaly doom for the defender on maps like islands or compley/canyon. Check all buildings + killing the beaconddefender AND disarm it is pretty much impossible.

the winner of a 1on1 is pretty much random

just say you are about to attack the enemy base and right when you are insidehis base you hear "beacon planted" you can now choose, Selfkill or run. both takes about 20sec or more to get to the PED/or a structure. now you have to kill the other guy. if he shows up. also think of the guarding timed. Oh and maybe it was just a fake.

Some people own with infantry yes. But in a standart game i don't run into them with infantry If there is a good sniper on the enemy team i usually tend to show him the flaws of sniperrifles with my tank.

Also in Renegade it's nearly imposible to create a fair 1on1 situation, it's all about distance cover, char, vehicle, who-sees-who-first.

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