
Subject: Re: Assault Teams and Fire Teams...Why not?
Posted by [Nukelt15](#) on Mon, 10 Dec 2007 06:49:53 GMT

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Teamwork in pubs tends to be of the 'passive' variety... i.e. somebody says "let's rush" and gathers up a group (but the group only has a leader in the sense that the group usually follows the driver of the vehicle in front), or one player decides to tag along with another (either as a 'wingman' or as repair support). Otherwise, teamwork tends to be largely coincidental (i.e. when there's a beacon in the base and everybody on defense goes to find it just because nobody wants to lose the base). Very, very occasionally, a handful of players who know of each other from prior experience playing together will team up and kick ass.

Pubs in Ren can be fun, though. There's always an element of uncertainty when playing with (and against) people you don't know, and that throws a little flavor in the mix- it is fun to not know what your opponents are capable of until you face them, and it is challenging to work with a team whose abilities you aren't sure of. I'd never play a pub match in any game that didn't have either an FF-disable option or a damned mature player base, though... fortunately, Ren at least has the former if not always the latter.

kicks the stupid campus network for being stupid and not letting Ren work
