
Subject: Re: Renegade X Colossal July Update!
Posted by [Aircraftkiller](#) on Fri, 18 Jul 2008 05:35:25 GMT
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There's no other vehicle in the game besides hum-vees, buggies, and artillery that are destroyed so ridiculously easily. Those slightly make sense, but a \$900 aircraft? A team shouldn't have to destroy a building in order to field a unit for more than two seconds against ONE person. That's called bad gameplay.
