

---

Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [KobraOps](#) on Sat, 03 Jan 2009 15:25:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Not the right topic to argue this.

(Small clanwars being 3v3-8v8)

I say its real renegade because public servers are almost no challenge, as opposed to clanwars.

(and tbh smaller games require more strategy because large scale games can easily win with pure force)

---