
Subject: Re: Renegade X - Pre-Release Update!
Posted by [JohnDoe](#) on Mon, 07 Sep 2009 19:37:47 GMT
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If you want to have a lower chance of alienating non-Renegade players from your mod, don't have them wondering why the team with only 1 building left is gaining on points even though the other team is controlling the entire map or why people on GDI are trying to get Nod to destroy the WF on Field as quickly as possible...making this mod without the pointsfix would be a HUGE mistake.
