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Subject: Re: NE vs SoQ Results

Posted by [blitzkey](#) on Mon, 14 Dec 2009 05:03:29 GMT

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TD wrote on Sun, 13 December 2009 19:19blitzkey wrote on Mon, 14 December 2009 02:11i find the building points stupid, the fact that they won both games but still lose because of 1 building dying i find dumb.

It's a style of gameplay we wanted to try out, and basically C&C is about destroying the enemy and their base.

Yeah but Renegade itself doesnt count building kills, games like these should be won by either basekill by time or points.

They killed one building and decide to camp and LOSE so they can win?

They killed a building, congrats, they got a point lead and should be able to hold on to it to show that they are the better team. They killed the hand, so Nod is low on techs and should slowly kill them all and their base if they were good enough or win by points.

Were they GDI first map? killed the hand, then all fell back to base and camped, then next map they camped again with atleast 1 tech in each building? Fun games!

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