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Subject: Re: @Crimson

Posted by [Goztow](#) on Mon, 18 Oct 2010 06:18:54 GMT

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Quote:Less people in a server (12-16 players) result in heavy vehicle combat and slower battle pace (no immediate threats to your team).

I don't think you ever played small Renegade games? :-S The less players, the more threat to your base because the harder it gets to keep all entrances cleared.

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