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Subject: Re: Repair-whores ruined the game  
Posted by [Starbuzz](#) on Fri, 25 Mar 2011 18:26:56 GMT  
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GEORGE ZIMMER wrote on Fri, 25 March 2011 10:35Herr Surth wrote on Fri, 25 March 2011 10:24just because the tankbattle is larger doesnt mean its better  
I disagree- having lots of tanks going at it is pretty much the spirit of Renegade.

It's nice when there's a raised vehicle limit, though, for bigger games. Otherwise, it CAN get stalemate-y when people are only being engies/techs/hotwires.

I think Surth was saying something else. The best tank battles are the ones where there aren't too many of them; just enough to maintain the intense fights/quicke repairs going. It's really adrenaline rushy compared to just a spam of tanks just outnumbering and ganging up.

This goes for the whole game as well. The more players there are, the lesser the responsibility and the game simply doesn't feel as satisfying. However, with lesser players, the game becomes more focused and intense; the butterflies really go mad lol.

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