
Subject: Question About RenGuard.....

Posted by [KIRBY098](#) on Thu, 04 Sep 2003 19:23:16 GMT

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The reason banning those mods is even being discussed, is because they are portals to exploit getting around RenGaurd. And renegades' addictiveness isn't in it's skins.

It's in the multifaceted gameplay, where you can go rambo, or team, and still make a huge difference either way.

I understand your trepidation, but what's better?

Renegade ruined with skins

Renegade with clean gameplay, and the same old skins

I pick the latter. How do you ever have time to look at charachters and background anyway? I am always focused solely on victory, and taking out that tank, or building.
