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Subject: Re: C&C\_CaptureTheBunker Beta  
Posted by [crazfulla](#) on Tue, 04 Oct 2011 01:09:35 GMT  
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Jerad Gray wrote on Mon, 03 October 2011 18:01 The stalemates where the only parts of Renegade I enjoyed, otherwise it's just really short matches where one team rapes the other team in under an hour.

If its impossible to win via building destruction within an hour, which I doubt any server would have a greater time limit (else it would pretty much be a marathon server) then you may as well not even have buildings. It defeats the entire point of C&C mode.

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