
Subject: Hourglass - Someone explain this to me
Posted by [nastym4n](#) on Thu, 08 Jan 2004 17:16:07 GMT
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Kytten9its a cheap chicken shit way to win coz you're not really in any danger the minute you are attacked you just back up and repair.....where is the fun in that? personally i like to "play" a game not destroy it

thats a paradoxical statement if ever I saw one.

Hill camping leads to new tactical awareness. The other team hill camps, you let them destroy some of your buildings. The other team then generally back off on the hill a little, allowing you to take it and make some points for your team. This is one of the few occasions in Renegade that you will see people get angry with team-mates for destroying a building, as tactically you lose the edge by doing this.
