
Subject: Any RenGuard servers running only maps with defenses?

Posted by [gibberish](#) on Wed, 02 Jun 2004 01:31:03 GMT

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Nukelt15Defense doesn't mean much when the defense is outnumbered by an attack

This really goes for base defenses as well as "Human" defenses.

If one team is moderately well co-ordinated, games won't last very long anyway. I sometime play in small games (14 players) where 3 or 4 stealth tanks are rallied early on.

Quite often they are able to take out the AGT and/or some other buildings and after they have gone the game doesn't usually take long.

Long games usually occur in three scenarios:

- Both teams are disorganized (Very common).
 - Both team are very competent and well matched (rare).
 - The game is huge in which case nobody can really do much because whenever someone leaves their base they immediately come under fire.
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