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Subject: Med tank vs Artillery Fraps

Posted by [terminator 101](#) on Sun, 06 Jun 2004 03:53:15 GMT

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SuperFlyingEngi is right, this game IS boring in 1vs1 battles. This game was made for lots of people, because of the bases, and you have to defend the base. In most other games(UT, Quake, SOF, AVP...), you don't have to defend anything, so it does not mater if you die, because you won't loose anything, and you will just respawn. In renegade, if you lose building, it matters, because buildings can't be respawned, so someone needs to defend, and someone attack. One person is not enough to defend the entire base and attack at the same time.

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