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Subject: Renegade points, kills and PM's?

Posted by [ghostSWT](#) on Fri, 24 Sep 2004 10:35:12 GMT

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Try\_leeA score jumping by a certain value is easy enough to detect just by looking. not if you are not looking for the jump when it happens. Let's say you are atacking a mamoth with a light tank trying to to move so the mamoth can't hit you and your tank just explodes it's a lil 2 late to see the score jump isn't it? By the time you can look at the score all the vehecles in the field can be killed.

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