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Subject: Re: Crazy CTF N00b? or good practise?  
Posted by [flyingfox](#) on Fri, 01 Jul 2005 21:32:18 GMT  
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Whitedragon wrote on Tue, 28 June 2005 16:02

These "garbage" mods have revived alot of peoples interest in the game and have made it much funner.

Because most ren players don't know how a game of renegade is supposed to go, and will settle for whatever is put on their plate. Not me. I suppose you had a part in these mods. There should never ever be tank wreckages, for example....the misbalances to the game should be obvious. If I blow up someone's tank, and they're a hotwire or technician, they might beat my damage rate and get their tank back because I was too far away to get them. Why? Why should they? They lost the tank. you might think that is a hypothetical situation, and well it is, but it happens all the time. Apart from this your mods let hotwires/techs run around with volt guns and sniper rifles because everybody drops some armor or a gun...biggest load of CRAP I've ever seen in renegade. Almost as if you done it just because you knew how...a better solution would be to have them drop armor, and never any guns. Look what's come of all these mods....crazy CTF, which made me want to take poison when I played. One wonders how long you guys spent thinking about this before you put it out.

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