
Subject: Re: RenAlert weapon update: Colt .45
Posted by [Slash0x](#) on Fri, 09 Sep 2005 16:07:17 GMT
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Actually, that wouldn't be a bad idea to limit some infantry. In Renegade, I've seen teams with 10 havocs win just because of the points from shooting a building/harvester/etc. Being a FPS, instead of limit to one, may have to atleast have 3 max or something...
