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Subject: Re: -]EL[- Looking for members.

Posted by [Spoony\\_old](#) on Wed, 14 Dec 2005 15:21:42 GMT

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Goztow wrote on Wed, 14 December 2005 02:56MrWiggles wrote on Tue, 13 December 2005 19:12oh yes! public servers are ever so difficult. get real nubfase, whenever i play in a public server, i get MVP without even trying. i just do what id normally do in a clan war game and i end up winning. you obviously didn't take the time to learn how to play a clan war game, or else we wouldn't be having this conversation.

That is a stupid statement. CW's are all about teamwork and you state that you work in team on your own in public games. That seems pretty impossible to me unless u have multiple personalities or something... You're not gonna change a 10v10 game all by yourself, even if you play with complete n00bs.

I got some CW-experience and i like playing CW's now and then WITH MY COMMUNITY. But then we're speaking of 3v3 up to 9v9 games. Do you know how it feels to have to lead a team of 8 different persons to work together in a CW? It's freaking difficult and it requires all those other people to respect you and to listen to what you tell them and then execute it at best.

1v1 and 2v2 games frankly - and I did play lots of them - blow. Renegade is a teamplay game. you're dead wrong... the smaller the game is, the more skill and teamwork you need to win it... the bigger the game is, the more likely you can win by putting less effort it. It's simple maths, let's say it's a 20v20. If you do nothing all game you still have something just under 50% chance of winning, since it's 19v20. Compare that to 2v2... unless your teammate is heroic, forget it.

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