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Subject: Re: What happen to this game?

Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 29 Sep 2007 00:33:59 GMT

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IronWarrior wrote on Fri, 28 September 2007 19:47[NEFobby[GEN] wrote on Fri, 28 September 2007 18:42]There are more legitimate ways of winning Renegade, I consider tank massing a bug. There's a vehicle limit for a reason, and exploiting that limit would be a glitch in the game. Like all exploits, vehicle massing should be disallowed.

Building 20 vehicles to rush a base is probably is least creative way to attack. It's a lot more fun to have a collective rush of 7 tanks, with hotwires backing them up, snipers, and anti-armor guys. Vehicle massing takes away from the game.

Yes, that works in theory, but doesn't work out well in game.

Massing and rushing with over 20 tanks is more true to Command and Conquer style of gameplay.

Sure it works ingame, it's what the rest of us are doing in non-tankmassing servers.

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