
Subject: Re: renegade finally died for competitivnes?
Posted by [GeneralCF](#) on Tue, 09 Oct 2007 18:35:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

BartGg wrote on Tue, 09 October 2007 15:23Yeh public servers are really hard... cmon.. u can literally get mvp every game these days if you want to.
It depends. Some players rely on tactics, some on rush for the victory. It depends of the enemy also. When you are being attacked. When you attack. What do you have. What do the enemy have. Your skills. The enemy skills.

So, do you think is not competitive anymore? Redundant yes, but un-competitive no.
