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Subject: AIRCRAFTKILLER!

Posted by [warranto](#) on Sat, 19 Jul 2003 06:45:16 GMT

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1v1 does not prove your skill at renegade. In other First person shooters, yes it does. However Renegade is all about base destruction, not kills. How much "skill" does it take to continuously pound on a building while the other is away pounding on yours? Or in a different circumstance, having one person pound on a building while the other is attempting to save it? If this is the case, it's whoever gets there first will win. They can try to take out your tank, and probably loose the building, or they can sit and repair it all game and loose because you get less points for repairing. Even if they manage to get the tank and save the building, they will counter attack, and the exact same thing will happen with the roles reversed. So please tell me, where is this "skill" thats needed?

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