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Subject: Re: Fixing... Points?

Posted by [s0meSkunk](#) on Fri, 05 Sep 2008 03:13:29 GMT

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It is a huge mistake to make, but I mean, if your team bands together after that better than the other team is, then you should be allowed to win.

It's part of the magic of C&C Renegade.

The thing is though, it's not hard for the opposing team to take down 25 infantry camping in their rax as long as they use team work properly.

Which is why I listed the example of 8 flame tanks with engi's who have nukes.

You have to assume the flame tanks are going to die, there's only 8 of them vs. 25 infantry, but if you get at least three nukes down, you're pretty much in the clear for the win. All because of team work, especially if you get a few snipers to help from far away.

It's just, OK, maybe the enemies got lucky two or three times, now we're going to take things uber serious with only our rax, and attempt a come from behind points win.

It's Renegade magic.

Point fix will take this away will it not?

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