
Subject: Re: How about a King of the Hill map?
Posted by [Omar007](#) on Sun, 23 Aug 2009 22:13:52 GMT
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What i ment (i did say it quite stupid xD) is that in regular renegade you attack and defend at the same time.
All you actually did/want to do is changing it more to a sort of turn-based game where you change to the attack force or defensive force each round. That has nothing to do with KOTH.
