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Subject: A request

Posted by [gibberish](#) on Wed, 14 Apr 2004 22:24:15 GMT

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Scopehunteeveryone starts off fair and square, if you lose a building and they don't, it's your teams own fault for not defending.

Totally Agree.

Scopehuntit doesn't matter if they do or not

It does matter,

Renegade is game, I don't play it professionally (for money) I play it for fun. If I am not having fun there is no point in me playing it.

All I am saying is that if one side loses both their production buildings and the other side still has everything the outcome is pretty much decided.

Simple acknowledge the winning side has won and move onto the next game. What purpose does it serve to keep playing?

NOTE: I realise that it is technically possible for the losing side to come back to win, but it's rare.

PS: I also find games where both sides lose everything except the power and base defenses really irritating, call it a draw and move on.

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