Posted by flyingfox on Mon, 26 Apr 2004 01:47:17 GMT
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I think that's where my argument takes flight. That's exactly what I'm trying to say. Some elements from C&C are simply not possible in Renegade, just like you said, and without every consequential element that comes from one, such as the "hit and run" tactics of aircraft, the game won't be balanced like you'd want it to be. That could always be seen as a theory, but each to his own.