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Subject: Any RenGuard servers running only maps with defenses?

Posted by [Nukelt15](#) on Tue, 01 Jun 2004 00:56:32 GMT

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Like the title says. Honestly, it gets on my fucking nerves to load a game and have it end four or five minutes after starting. I don't mind losing, and I don't mind getting killed...it just sucks balls to have a game over that fast, no matter who wins. IMHO, a long game is much more fun than one that ends after a few uncoordinated waves of basic infantry and maybe a tank or two.

Non-Defense maps tend to be the ones where this happens the most often- one early rush with a few free engies and soldiers and you can be down a building in under a minute on some maps. It doesn't have anything to do with co-ordination- everyone just races out the door with whatever they can grab at the PT and head for the nearest thing they can detonate. Since both teams generally do the same thing, whichever one gets to the enemy base first usually wins, because few if any people remain to defend.

Defense maps last a lot longer most of the time- at least until the first APC hits the field, and even then a few defenders can pick off the vehicle before it gets to its destination. I have sometimes seen defense maps- Under, Hourglass, and the like- last right up until the time limit. Unless anyone has seen different, this almost never happens without defenses. Of course, the reason why defense maps last longer is because it takes some degree of teamwork to penetrate said defenses- free characters running through tunnels just don't do the trick.

/rant

So...yeah. Does anyone run a server that only has defense maps on it? I'm probably wasting my breath asking...wonder how long it'll take for someone to come in and start flaming? :rolleyes:

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