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Subject: Any RenGuard servers running only maps with defenses?

Posted by [terminator 101](#) on Wed, 02 Jun 2004 13:45:59 GMT

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I too hate this problem a lot. In small games anyway. Why? Because for me, it takes like 1 or more minutes for every map to load, and sometimes by the time I get to play (on maps without base defences), the game is pretty much over, because refinery or something else usually gets destroyed. And if your side loses refinery at the start of the match, you pretty much lost (in every map that has no base defences).

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