Subject: My best Ren Game EVER
Posted by coolmant on Sun, 08 Jun 2003 01:10:30 GMT

AircraftkillerHow is it cheap? It takes at least three people to destroy a building, unlike the beta; it took two beacons to destroy a building from the tunnels then.

The Pits is the exception. Msgtpain doesn't want it to happen, so I have to comply and kick people who do it.

You know what's really cheap? People like you bitching about others working as a team. They're n00bs because they scrounged up $3,000, plus the character cost, then battled whoever in the tunnels and laid down beacons together in almost the exact frame of time? That sounds like skill to me, which is a lot more skill than I've observed in a lot of Renegade players.

Westwood says it's okay, therefore it is... Just because you and some others don't like it doesn't mean it isn't a valid tactic.

I'm going to have to agree with Aircraft Killer on this one. The tactic is valid, besides, it is very risky and takes a lot of money and effort to pull of more than one beacon in the tunnel at once. You should have seen the amount of Nod players on my team working together to protect those beacons. I killed an engineer just before he was about to disarm the beacon that destroyed thier ref. I am showing my appreciation for teamwork that I don't see normally with Renegade, something that everyone wishes for in their games.