Titan1x77That's funny...All of your maps hosted on Fanmaps servers have crappy Gameplay where the map ends in 5-10 mins...no tank battles just APC's running back and forth between bases.

And Im talking about the one's you designed...you know, the shitty maps you made.

River Raid
Mars
Basin
Golf course

Seems like you know alot about gameplay :rolleyes:

Play High noon 2 or this map once it's released....you'll see how a REAL map is played out.

I prefer fast gameplay that isn't bogged down by being unable to do anything in the early game besides use fodder soldiers to die.

Perhaps you prefer camp fests where "snipers" own everything. I don't. I based my work around the intended gameplay of Renegade and had a lot of memorable times playing it over the course of two years. So have others, and they continue to play RA.

So yeah, gameplay does include early game tactics. It's not just limited to forced gameplay through gimmicks and no-talent work you produce.