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Subject: Re: @Crimson

Posted by [R315r4z0r](#) on Mon, 18 Oct 2010 04:39:16 GMT

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Exactly. But there are a few points one could make to relate the reasons way maps are laid out the way they are.

Hardware limitations meant they had to limit the size of maps and what they put on them. Additionally, this also includes what could be put on them which would answer the question of why there are vehicle limits.

Now, because there are vehicle limits, only 7 people per side could own a vehicle by default. That left everyone else in the server to infantry classes and thus were forced to walk. That would explain why the maps are small - because the majority of people playing had to walk.

Looking at it that way, and including the fact that Westwood servers were for 40 players (20 per team which is well above the vehicle limits), it's fair to conclude that the maps were balanced for vehicle combat but were sized for infantry travel.

Meaning, 40 players is a nice middle ground for a Renegade match.

Less people in a server (12-16 players) result in heavy vehicle combat and slower battle pace (no immediate threats to your team).

More people (60-127 players) result in heavy infantry combat with an intense battle pace (every structure needs at least 1 or 2 people repairing at all times).

40 players would result in intense vehicle combat, chaotic infantry skirmishes, and a steady battle pace where there is always action happening around you.

So, while Renegade can be played at any player level, I believe that a 20vs20 is pretty much the core Renegade experience.

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