
Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"
debate

Posted by [R315r4z0r](#) on Wed, 09 Sep 2009 02:49:54 GMT

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liquidv2 wrote on Mon, 07 September 2009 23:56Quote:Imo, I don't think they should implement Renegade's pointfix.

why not? it's easier for them to code and easier for everyone to understand because it's mathematically sound

Why not? Read the line after the one you quoted. The answer is in the same post.

liquidv2 wrote on Mon, 07 September 2009 23:56Quote:People should be awarded for effort, not damage.

that's like saying "It's the thought that counts" in a case where it clearly does not

Clearly how? People who put their effort into acting together with their team to accomplish the task at hand should be rewarded more points than someone sitting at the front of the GDI base in an artillery with a paperweight strapped on their mouse button.

It also fixes it so that no-lifers aren't the only people who can grab a seat in the high-score rankings.

Winning the game should be about destroying the enemy team's base. Points are just a fallback. I think that the more damage a vehicle is able to cause, the less points it should get.

liquidv2 wrote on Mon, 07 September 2009 23:56Quote:(Speaking of which, Artilleries shouldn't get as many points as they do in Renegade because of their uncanny ability to attack a single structure for long periods of time.)

artillery get lots of points because they do lots of damage; they are slow and light-armored as a result, and get chewed up by even GDI soldiers (which, by the way, do considerably more damage than Nod soldiers)

But, taking Renegade as a Beta build of Renegade X, Artilleries are obviously THE top ranking vehicles for scoring the most amount of points with the least amount of effort. They should give you a lot of points for the damage they can cause. However, they currently give too much. Just because you lower the points they get, doesn't mean that they wont end up getting a lot.

Their armor shouldn't have anything to do with it. However, what should play a part is how long the vehicle's range is. Longer ranged vehicles should get smaller amounts of points, even if they do pack a punch, they are likely to stay alive and earn more than close ranged vehicles.
