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

Posted by [alaguee](#) on Wed, 09 Sep 2009 03:16:57 GMT

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title=R315r4z0r wrote on Tue, 08 September 2009 21:49]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.

that's like saying "It's the thought that counts" in a case where it clearly does not[/quote]  
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.

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.

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omg no! I teched many many veicles in game and 1 thing to find is arty is weak. why you say armor not nothing to do with it...?? so it can be counterattacked!!!! i think if artillery is attacking building then U got to go kill it...if u don't then I think you desever it!! it is not strong vehicle. you cannot individual mess with damage/points cuz then u fully ruin whole game.

also u seems to dislike people in arty. why??? why dislike them and call [no-lifers] when they only play the game!!!! u know anyone who get arty and go on his own mostly get killed!! That's why u need expert repaireers. Like me! so we work in team and repair and kill base.

so u can do BOTH!! u can do crazy apc rushes and also shooting the enemy buildingss. it is all the game tactics!! this is like communist...u jealous of guys getting points in tanks so you wanna sink him and bring him low! awfull wrong.

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