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

Posted by [Starbuzz](#) on Wed, 09 Sep 2009 19:03:09 GMT

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CarrierII wrote on Wed, 09 September 2009 12:22I just do dislike it when gameplay becomes three people on GDI trying to convince the rest of the team to try X or Y strategy, and everyone else just fucks off into the tunnels, or uses soldiers. Or, God forbid, Mammoths.

But that's not the game's fault is it?

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Blaming the game and trying to change settings because the common idiots don't understand the gameplay mechanics and don't cooperate is not just silly but also disastrous.

Of the hundreds (possibly thousand?) of games I played on Field as GDI on the public servers, the one most critical failure that GDI almost always does when attempting to break up a Arty siege is NOT focusing their fire on 1 Art at a time. You have 2 guys in 2 Meds waiting to take down a Art...they move out...1 Med shoots the first Art and the other idiot Med shoots the other fucking Art. What the fuck? Both Meds get raped. And the players with the Havocs that could have helped here are just too damn busy in the tunnels jerking off over their K/D.

And that's just 1 example of public server douchebaggery.

The whole problem is coming from public players and on public servers where cooperation is very low and communication and coordination is minimal at best. Even on 30+ player count servers, there seems to be only only 5-6 people on each team that know how to play.

Most of these siege standaoffs occur because obviously 1 team did not play well enough to get vehicles first in the field. And did not spend their money wisely. Then you have a host of random idiots that kill where the tunnels oblivious to the damage they are doing to their team...including the SBH's that play with themselves while waiting for a new weapon to spawn.

You have this minority of players that know what they are doing with the majority either new to the game, learning to play, or just simply stupid. So this ends up creating pockets of skilled players mixed up with the randomites. So the skill levels are extremely uneven. Sometimes you end up with equal number of good players on each sides but this is not always guaranteed.

So anyway it all comes down to the competitive players that really play the game the way it is to be played using the right strats and teamplay. In a nutshell, if these guys feel something needs to be changed, then it probably needs to be. If they don't feel anything is wrong, then there is obviously no problem.

What is the point of my rant? Pretty much this: You cannot make any changes to the gameplay based on gameplay data gathered from public server games. There are way too many variables that will mislead. So the gameplay data worth looking at is from clanwars type games played by

the competitive players.

Goztow wrote on Wed, 09 September 2009 13:44The easiest thing to do in Renegade is repairing, yet it seems to me you propose to give a lot of points for this, compared to other things. Repairing is as boring as camping, yet you find it more "valuable"? Or am I seeing this wrong?

I propose 30 points per player per Proximity Mine dropped since the player is helping to protect the building!!!!!!!!11!!!!11!!11!!111

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