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

Posted by [Starbuzz](#) on Thu, 10 Sep 2009 01:36:22 GMT

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R315r4z0r wrote on Wed, 09 September 2009 19:01

Repairing structures is of more importance mainly because structures dictate how your team will play for the rest of the match. Offense is less important because whether you succeed or fail in your attack, there is no negative team-wide repercussions for your faction.

Don't you see then that's why buildings need to be destroyed? They are the most lucrative targets in the whole game. That's why those hitting buildings get the most points. DUH.

Offense is 95% of the gameplay. The rest is just support.

Just mine your doors, repair your buildings and keep an eye out for sneaks. There's your "defense strategy" right there...it's easier done than said.

I have no idea how you think these take priority or even come to equal importance to that of tank fighting, holding the field with teched vehicles, and sieging and destroying the enemy structures.

@ Carrier: Of course there were some flawed areas of the game but I don't see how the pointsbug even remotely relates to Arts getting their fair share of the points for attacking buildings.

I guess you have a point when it comes to CW player counts vs pub servers but the basic strats are the same. You can even use data from some of the community matches from the top communities. The games are played the way they should be overall. Teched medium and long range vehicles, flyers, ramjets all working together to take the field, holding it, moving up to siege, and either destroying enemy base or winning by points. This happens sporadically at best in public servers.

The one thing that is so ridiculous but keeps coming up in these ego-trip threads is the unjustified agenda against players that use long range vehicles to hit enemy buildings. Funny thing to note here is you never see competitive players or anyone who understands the game crying about someone who is sitting in an Arty all game. This only happens in pub servers where the whiners are either lazy to attack back AND/OR not having the luxury of having techs to help them counterattack. Hence, we have this big drama made about overpowered Arts!
