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

Posted by [JohnDoe](#) on Thu, 10 Sep 2009 09:09:44 GMT

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Spoony wrote on Wed, 09 September 2009 21:57R315r4z0r wrote on Wed, 09 September 2009 21:46Until you put that final shell into the wall of the wf, you aren't doing anything except giving yourself, and the enemy team, points.

i sometimes wonder if you're aware how ridiculous your own statements sound.

Wow...just wow.

Concerning the omission of individual scores: won't work, I have never seen a team-based game with such a feature. Like it or not, moving up the ladder is a reason for continuous gaming for the majority of players. Contrary to R31's opinion, shooting a building actually helps your team in 95% of instances. 1. You're increasing your team's lead by roughly 1000 points every minute (with an art), 2. you're occupying at least 1 member of the opposite team, 3. you're building up ridiculous amounts of money which can be used if i.e. the powerplant and/or ref were to be destroyed. Renegade is about balancing the attractiveness of winning my base destruction and winning my points. Neither tactic should be dis-/encouraged, they're complementary...the maps do a good enough job themselves at being biased towards one or the other.

Carrier, neither will you have 8 meds (which sucks for everything except breaking a siege when driven by regular engineers) after the first harv dump...quit jappin, you're a joke for trying to school me on renegade...stick to moderating, you're not contributing.

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