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

Posted by [liquidv2](#) on Thu, 10 Sep 2009 22:48:00 GMT

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Quote:Or, more generally, the game rewards the wrong strategies, perhaps best exemplified by the fact that the tech supporting the art will get ~300 points to the art's 3000+. Maybe less for the tech, if the art isn't being attacked (Say, Islands: Art --> GDI Ref).

that's why servers have rank points and BRenBot gives out recommendations for players who do a good job repairing; points do not equal skill

the person repairing the vehicle is the reason that their team is holding the field, but the vehicle is doing all of the damage and getting all of the points from it

the goal is to win the game, not amass as high of a personal score as possible (unless you're one of those people)

explain a system where a repair person can get more points than they currently do in a way that doesn't mathematically fuck the game sideways
