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

Posted by [Jerad2142](#) on Tue, 27 Oct 2009 23:27:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

Spoony wrote on Wed, 09 September 2009 20:57R315r4z0r 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.

Enemy Team is repairing thus they get points, you are damaging thus you get points, enemy team doesn't really take a loss tell the building dies, they just gain money to fight you off with.

EvilWhiteDragon wrote on Thu, 03 September 2009 03:21With pointfix:

The ramjet applies $200 \times \text{armourmultiplier}$. This means that it does say 5 damage. It then gets 0,5 points because it only did 5 damage.

You guys remembering to multiply for head shots, and are you saying that different levels of health no longer apply to point out put? Granted below 50% is automatic, but red health point output would take different math.
