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Subject: Point system tweaks (help me out on this)

Posted by [Anonymous](#) on Wed, 10 Apr 2002 20:12:00 GMT

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In response to the topic, yes, I do believe defensive players do get the shaft point-wise in Renegade, but imagine a skewed point system for snipers. There are already enough hotdoggers who buy Havocs/Sakuras/BHands/Deadeyes to make any open area map a hazardous place to be, so imagine what would happen if point premiums were given to them? Hell, on Under, I've seen both ridges visably DOTTED with snipers - at least six when the opposing team was TWELVE STRONG! You'd have twice as many snipers and less people to repair and actively defend. Now, point premiums for ENGINEERS I support wholeheartedly. Anyone who stays behind to help out their team deserves extra bonuses. Basically the only time I ever buy a Havoc is when I'm beacon placing on GDI. Very rarely do I ever get an infantry unit I CAN'T kill in one shot with the Ramjet rifle, as most premium units are off being Rambos.

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