
Subject: Re: Why people let renegade not Renegade
Posted by [warranto](#) on Tue, 19 Jul 2005 18:20:31 GMT

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flyingfox wrote on Mon, 18 July 2005 19:39Quote:they add a different dimension to the game: Rav with a Repair Gun

thats exactly my point. those characters shouldn't have the advantages of other characters because it messes up game strategy and balance. think about it. a hotwire with a railgun, volt gun and rocket launcher. this is a character that is both seriously anti vehicle and vehicle support. a mobius with repair gun and ramjet rifle? god.

take a step back for a sec. look at the weapon spawns westwood put into their maps. what are they? the auto rifle, sniper rifle, slow rocket launcher, flamethrower and shotgun. thats all. apart from the SBH,sniper trick, none of these put misbalance into the game. A hotwire with a slow rocket isn't much different beyond her normal use, since that rocket launcher doesn't seek or do much damage to a vehicle. any character other than a sniper with a pickup sniper rifle is a rarity, since a weapon only spawns in one location at a time, and takes like 2 minutes to spawn somewhere after the previous one was picked up. it would only take one kill of such a character yoo, since its unlikely they'd pick up another rocket launcher or sniper rifle for the rest of the match.

SSAOW puts all this away because everybody that dies drops either an armor pack or a weapon from their inventory, like remote c4 or their main weapon. all this does is have people buy high class soldiers, die and concede their weapon to someone else. it's at its worst when you see techs/hotties who already own tons of c4 and a strong repair gun, with laser guns, PICS and you-name-it to defend themselves. they're not supposed to carry any guns like that because they have a different purpose in the game. a rocket soldier isn't supposed to repair vehicles. a sniper isn't supposed to come into close combat with a volt rifle. a hotwire isn't supposed to fend off vehicles at long range with a railgun. why are all of these servers letting this game rape happen and think it's enhancing gameplay? it's killing it and turning it into little more than "kill people, get their guns, kill more people, get money and points from crates, repeat process". it just isn't renegade anymore.

I don't like some of the new additions either, thats why I don't play in servers which have them enabled. However, some people DO like them. It's the exact same mentality of why ladderred and unladderred servers are available, and why the unladderred servers have the "extras" available for use. The Nod vehicle is far superior to the GDI vehicles, so *GASP!* it throws off the balance! Yet, I have never heard a single complaint about them.
