
Subject: Re: Wall hopping

Posted by [Sniper_De7](#) on Wed, 02 May 2007 15:32:30 GMT

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There is no open rule book that says a bunch of people discourage wall jumping with infantry. It's basically split - if at all, i've seen more people care less about it. The fact that you need two people to somehow get through a bunch of mines, a base defense and what not without anyone on your team noticing tells me that the opposing team is left with fewer to defend and also mean the base wasn't properly mined. As for the not intending of walls. I could agree with you it may or may not have been intended, though who is to say it wasn't intended for two people or what-have you. The thing is, there are many many non-intended things that make the game better in my eyes. I grow accustomed to using the PT outside buildings. I mean for a lot of people it is common knowledge, yet there aren't any very many who make a rule for it. Why? It wasn't intended... I mean if someone is gonna be using the "it wasn't intended excuse" I fully expect them to be consistent with everything and anything that wasn't intended.

IE "flaming APCs". There are servers that actually allow this and I can't help but be befuddled at why. I mean i've heard things like the WF glass shouldn't be able to shoot through, but allowing something like an APC even having a chance to destroy 7 tanks (i don't care if they should be able to take you or not) in a matter of seconds. There is no reason for allowing a unit to kill so many in so few seconds. And by himself, no less. I mean forget about the fact that if you had 3 other people (which would be unfair, you would rather look at 1v1 cases) to focus fire on you (which shouldn't HAVE to be the case since if I see an apc compared to a med or something, i should be focusing more on the med tank)

I guess I'm rambling on but truth be told I'd rather try and put rules into effect that make things more fair than I would with intention.(in field) GDI can run into ref/nuke it or AS or mass rush ob. Nod can use two people and get to ref/nuke it or barr or rush AGT. Overall though, GDI is pretty much the better team for field and given something that is easily stoppable with mines or someone who can hear the AGT fire. Really don't have to worry too much about someone wall hopping. I don't understand quite a bit of why renegade is the way it is for some of it. One of the biggest that come ot mind is why on earth does the nod soldier do less damage than GDI soldier? I mean it almost makes it better in some situations to use an engineer isntead.... pretty stupid, if you ask me.
