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Subject: Re: Old things that pro's used to do, no longer viable?

Posted by [Spoony](#) on Wed, 23 Jan 2008 15:25:18 GMT

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s0meSkunk wrote on Wed, 23 January 2008 01:31Harvy blocking, ramjet rifle point whoring...why are these things being driven from the game??

When I used to play this game all the time, and was a top ranked player...it was common sense to block the harvester at times, and point whore on tanks with ramjet rifles when your team needed a point boost. Especially if you were pinned down in your base.

Various servers now don't allow harvester blocking, and many servers have changed how the ramjet rifle works.

Giving no points for attacking vehicles, or making them do half damage to light vehicles.

It's a little disorienting, it kind of makes me mad that these things are being driven from the game.

I don't understand.

Maybe I should have participated in the community more, so I could have fought to keep these things...but why'd they have to leave anyway?

About ramjets versus vehicles:

1. There is no reason whatsoever why ramjets should get points for attacking something they don't damage. No logical sense whatsoever. Six years of Renegade and nobody, nobody has successfully explained it in a way that stood up to debate.
2. It misbalances the game, especially in large servers. Look at maps like Walls Flying. There'll be a few havocs/sakuras on the wall, of course. This effectively means that any vehicle usage by the enemy team is bound to cause that team to suffer a hugely disproportionate points disadvantage.
3. It's kinda funny that you think it's a "pro" thing to do. Considering the ramjet's infinite range, instant hit, and the size of the target, you must have a rather low benchmark for what defines skill in Renegade.

Here's a crazy thought: stop trying to ineffectually shoot that tank for your own personal points gain, and do something that probably never occurred to you: destroy it instead

About harv blocking:

I don't exactly object to it, but I understand why someone would. If the enemy holds the field to the extent that they kill your harvester every time, go out there and do something about it.

Judging by the fact you think shooting tanks with a ramjet is a "pro" thing to do, I'll go out on a limb and make the guess that you aren't good enough to do that. In a nutshell, if you can't take the field back, you don't really deserve to win, arguably.

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