
Subject: Re: Fixing... Points?

Posted by [Spoony](#) on Sun, 07 Sep 2008 17:15:03 GMT

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s0meSkunk wroteRamjets are supposed to be a very good weapon.

yes, and they are... they do extreme damage to infantry from as-good-as-infinite range, high rate of fire, are the most powerful anti-light-vehicle weapon infantry can use and the best anti-aircraft counter... they aren't supposed to get points shooting stuff they don't damage, and they DON'T NEED points shooting stuff they don't damage to be effective.

if you think otherwise, then quite simply you suck with a ramjet.

s0meSkunk wroteThe other thing that seems to be going around, is halving the damage that sippers do the light armored vehicles.

TT isn't doing that in the patch.

s0meSkunk wroteI remember how pissed off people were when they made it a rule to NOT block harvesters when you're pinned in your base...WTF, of course we want to block the harvester, it's giving away points.

In C&C Tiberian Dawn, do you send your harv out to eat Tiberium when there's 8 Medium Tanks outside the entrance of your base????

NO!

This analogy is downright broken. In the C&Cs you could specifically and directly CONTROL your harvester. You can give it a move order just like you can with a tank. In Renegade you can't, you have to get it jammed behind a light post or something which clearly isn't supposed to happen, it's just crappy AI.

That is aside from the rather obvious point that if you can't take the field back from the enemy, they deserve some points from killing your harvester.

s0meSkunk wroteAnd what's with the harvester giving away no points now?????

It's BS.

this is categorically false. the harvester does give points away when the pointsfix is used... here's your problem: you actually have to damage it. I get the feeling that never really occurred to you.

s0meSkunk wroteAnd yea, Mammoth Tanks and Stanks currently give away tons of points, which is part of the balance.

It's a risk to use Stanks or Mammoth Tanks, because they can potentially win the game for you if used right.

and this is true with the pointsfix, but with the pointsfix they give a SENSIBLE amount of points away. before the pointsfix, the points they gave away was absolutely absurd, as well as something we have conclusively proven was not supposed to happen, as well as something which clearly MISbalances the game.

s0meSkunk wrotePoint fix is a broken idea, if players don't want it, then why would you implement it??

if SOME players don't want it, they can be thankful we're giving a server-side choice.

s0meSkunk wroteIsn't point fix going to make it impossible to win if you only have a rax left and are defending from a complete base in 25 vs 25 player games?
no, it just means you actually have to earn the win.

s0meSkunk wroteHow exactly is it a bug?????????????
I was pretty sure Ramjets were supposed to be \$1000 elite infantry, which is why they get more points for shooting vehicles.
see above.

s0meSkunk wroteYou should win because they can't kill your last building.
Plain and simple, you should win if they got you down that far and your team banded together to defend for a long time.
holy shit, this has gotta be the dumbest post I've read in... oh, about a week.

you're saying that if I kill half your base, I should LOSE if the game ends by points and not basekill. you're saying killing enemy buildings MEANS YOU'RE LOSING.

just... wow.

s0meSkunk wroteBut I can't stand playing AOW with these point and damage fixes in place.
It's too hard to defend from artillery
uh... med tank? you say you were rank 1?

s0meSkunk wroteand if you're a havoc, and there's no arty to defend from, then you just sit and can't get points, you spent \$1000 for nothing.
why would you buy a havoc if the enemy has no infantry or light vehicles?

you say you were rank 1?

s0meSkunk wroteThe original code makes sense to me, and I feel these people have interpreted it in the wrong way.
again, categorically false.

s0meSkunk wroteYou can tell me I don't have enough experience on the subject etc. etc.
well, you aren't exactly making it difficult.

s0meSkunk wroteIt balanced field, and gave you an option if you're GDI to lose your WF
this says it all... nothing about actually using skill and teamwork to TAKE THE FIELD BACK (and you boast about being rank 1... sigh...)

s0meSkunk wroteIf you pinned in your base, you blocked your harvester, something that's no longer allowed and I can't fathom why.
I mean, I guess I can put together some retard theories.
you can and indeed, you have.

s0meSkunk wroteIf you change the point system, they'll lose no matter what because they won't get their proper points off of tanks, and won't have any way to get points to win.

I just laugh at your use of the word "proper"... it just shows you don't have a fucking clue what you're talking about. The pointsfix means you get the PROPER points for shooting tanks, the amount you were SUPPOSED TO GET, which is based on damage. Before the pointsfix, you got the WRONG points for shooting tanks.

s0meSkunk wroteThe team with better team work should win
yeah, but before the pointsfix they often didn't... thanks to the bugs you seem to think are the saving grace of renegade. but like you said, you were rank 1... I guess winning is more important than whether you deserved to, right?

s0meSkunk wroteI was rank 1 on the old ladder many times, and there were many a close game I played, some we lost, some we won, but there were so many games we would have simply auto lost if it wasn't for the point system being the way it was.
yep, looks like my suspicions were correct...
