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Subject: Re: Would anyone find a hardcore mode fun?  
Posted by [futura83](#) on Tue, 18 Aug 2009 22:57:05 GMT

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Dover wrote on Tue, 18 August 2009 20:33[NEFobby[GEN] wrote on Tue, 18 August 2009 09:58]Dover wrote on Fri, 14 August 2009 06:42All the arguments thus far amount to "The team deserving to lose would lose hard", which I see as a good thing, not a bad thing. If you have one building left and it's being camped by tanks and snipers, then you lost. There's no reason why you should feel entitled to a chance at victory at that point.

I've seen some good comebacks from the losing team, but this sort of thing wouldn't allow that as much.

I'll give you an example: say you're on City, and the whole team has a good amount of credits. A Stealth Tank rush hits your base and kills everything except for the Barracks, and they surround your base with snipers. Now in normal AOW mode, wherever you spawn, you could still purchase some characters and kick the other team's ass by getting them out of your base. Or simply win by points via defense.

In the proposed mode however, wherever you spawn (which will not be the Barracks 80% of the time, you will get killed very easily without being able to retaliate with a good unit, no matter how much you've got. So yeah, it definitely makes things 10x more lame for the losing team, but also denies them a way to still win by points or make some sort of comeback.

I was actually only suggesting the PT thing, although i know it had been suggested by others about the no spawn thing.

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