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Subject: Re: Would anyone find a hardcore mode fun?

Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 18 Aug 2009 23:02:02 GMT

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Dover wrote on Tue, 18 August 2009 15:33[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.

Explain to me why a team with nothing but a barracks and surrounded by snipers deserves a chance to win.

Well in many cases it's either they get a chance to retaliate (AOW) or sit around getting killed for half the game ("hardcore"). I mean we've all been in those Renemoments where your team is pinned down with a couple buildings left - but with good teamwork, communication, and a bit of luck, you manage to push through and get a victory (or a close game).

That's partly what makes Renegade a fun game, teamplay rewards your team no matter how much of your base is left, and you don't have to worry about spawnkilling as much as other games. So yes, in short, I think the losing team deserves a chance to win if they play as a team, which they cannot do as easily in hardcore mode.

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