
Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"
debate

Posted by [CarrierII](#) on Wed, 09 Sep 2009 17:22:13 GMT

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Goztow wrote on Wed, 09 September 2009 09:39 Where you're wrong, IMO, is in assuming that it is somehow wrong to take the field with artilleries and camp a building. If GDI can't get the necessary combination of vehicles / infantry to destroy this art / tech combo, then they earn to loose the game.

Why would Nod need to change a working strategy? It's up to GDI to force them to change their strategy. It's not as if arts with techs are overpowered. They can be countered by a lot of GDI combo's. A team that's strategically loosing should be... indeed loosing on points.

There are plenty of working strategies to counter arts and techs. You learn them all after about a month, and try to get other people to use them for the rest of the playing time*. It's not that taking the field is wrong, it's that taking the field, and then pointing and clicking for the rest of the game is... boring.

Just trying to force action, with the suggestions I posted, that's all.

*: Let me expand. A lot of them (The med pinwheel, for example) require far more cooperation than it does for PAIRS of people to get an art and a tech between them. A med pinwheel requires say 8 meds, driven together out of the base, whilst hotwires are still in the building. More to the point, a lot of the counter strategies require far more cooperation than is typically available.

Having said all of that; RenX has the advantage of being able to create strategy videos, and "How-to-play" videos, which will educate the UT3 players as to the basic strategies, and even some more complex ones. That would raise the standard of teamwork for a start.

The second half of your post is good. I just do dislike it when gameplay becomes three people on GDI trying to convince the rest of the team to try X or Y strategy, and everyone else just fucks off into the tunnels, or uses soldiers. Or, God forbid, Mammoths.
