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

Posted by [R315r4z0r](#) on Thu, 10 Sep 2009 02:46:39 GMT

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I'm talking instant action and reaction. Not "well I did this and that made this happen which ended up in us destroying a building."

Repairing a structure is a direct service to your team. Attacking a structure is serving yourself until you destroy the structure.

Until you put that final shell into the wall of the wf, you aren't doing anything except giving yourself, and the enemy team, points.

When you play Renegade, you are actually playing two different games at the same time. One is an objective based game that requires you to level the enemy base while protecting your own. The other is scoring enough points to win by the time the timer runs out.

In the first game, repairing and maintaining your base is the most important aspect. In the second game, going out into the field and being offensive is the most important aspect.

I was just playing a match on field. I was on GDI. Nod had artilleries and stanks at the front of our base pounding on the WF. After about 5-10 min, someone said "let the WF go, it's giving them too many points." I was thinking "points or not, we still have 20 min left to kill. How can we do that without vehicles?" Well the WF fell because no one other than myself was repairing it. We hung on for a good 10 min or so, but we were, in the end, over ran. We lost because we had no means of defense and we ended up widening the points gap between our two teams.

I'm trying to abolish the idea of those kinds of mentalities.

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