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

Posted by [CarrierII](#) on Fri, 11 Sep 2009 11:23:03 GMT

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I wasn't trying to school you. There you make two mistakes in reading my posts, one, that you assumed what I was saying should be taken as gospel truth, and that I was trying to educate others. Simply thinking out loud.

You'll be closer to meds than to havocs, by 200 credits, and havocs will generally NOT break a seige in a public server.

The end issue is, "Points <> Skill", I'm simply trying to find a way to get Points = Skill, but, it's not easy.

It's more the fact that the average player still does NOT get how to break a seige, so the arty is overpowered due to ignorance. Yes, it's unfair to punish the arty for other's ignorance, but meh. Life isn't fair.

Also, R3 is correct about not serving anyone in the long run by seiging a building in a marathon. AOW, obviously, is different.

Once again - it's more about the lack of action that can occur. When it's 20vs20, and one team has a seige going, most of the defending team DO NOT try to break it, and so <=5 players vs 10+ seiging players doesn't work, and therefore it gets boring. Simply suggesting things that might fix it.
