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Subject: Re: BHS Ladder

Posted by [GEORGE ZIMMER](#) on Fri, 05 Nov 2010 08:53:44 GMT

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EvilWhiteDragon wrote on Wed, 03 November 2010 04:47GEORGE ZIMMER wrote on Wed, 03 November 2010 01:48I'd say shooting a ref for 5 minutes straight with an artillery is deserving of points- it means you're actually keeping the pressure on, which is how you should win a game of Renegade anyways, assuming you don't kill the enemy base entirely.

Exactly, it's at least keeping one person from attacking your base/vehicles. or they would let you kill the building, which works fine as well.

I'm pretty sure an artillery can outdamage a single engineer (maybe not a hotwire, though- I'm rarely in a spot where there's just 1 arty and 1 hotwire or engy so I don't remember), so it's more like 2. Plus it's pretty rare to just see ONE artillery sitting there alone for 5 minutes.

If the enemy team seriously lets that happen, they deserve to lose via points.

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